

# PLAYSTATION PLUS

THE ESSENTIAL GUIDE TO THE SONY PLAYSTATION AND MORE...

NOT AN OFFICIAL PUBLICATION



**The Ultimate  
Magazine For The  
Ultimate Console**



**SOCCER ROUND-UP • FADE TO BLACK • MORTAL KOMBAT III**







This is DJ Drill.  
As you probably know,

DJ Drill is a Mandrill.

Drill was born with an excellent nose  
to scratch records.

During a recent beach party in Guinea,  
Drill was discovered by his manager who is  
currently planning a London Club Tour.

Since you don't have an excellent nose  
like this and you're **certainly NOT**  
DJ Drill's manager, maybe you'd better do  
a modern apprenticeship. If you're aged  
between 16-19, you get the chance to gain  
a qualification while you're working.

Or do you have an ant at home  
that knows how to boogie?

If not, please send this coupon to us and  
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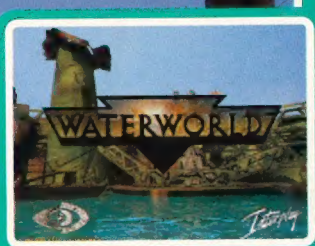
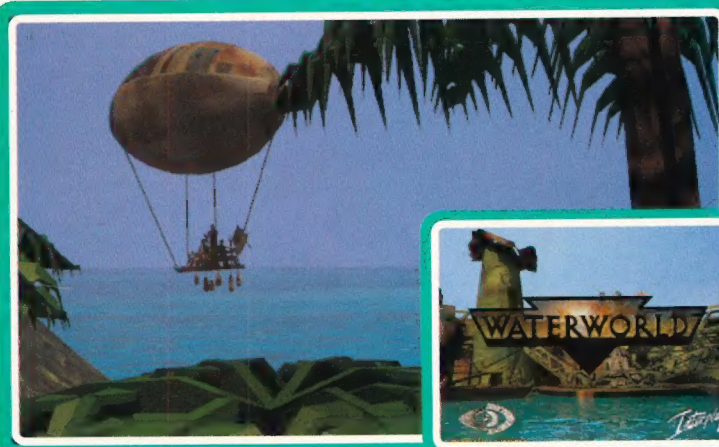
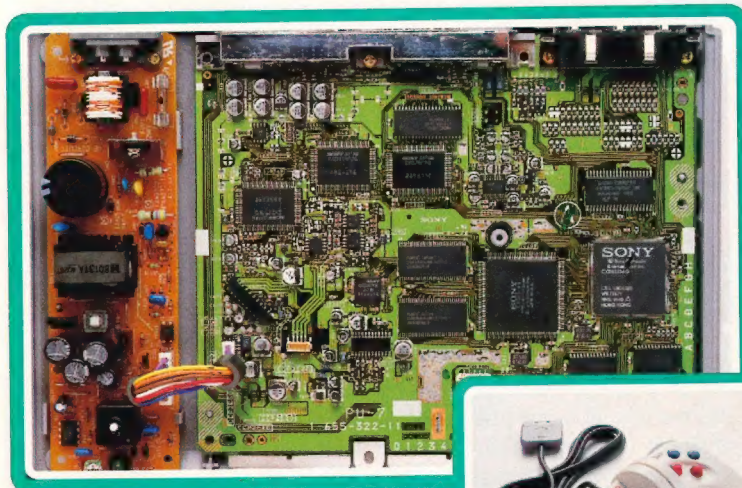
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# NEWS

## WELCOME...

This issue hits the shelves a week before Sony debut the PlayStation in the UK's stores. As such, whether you're an established import machine owner, about to buy a PAL version, or simply have a passing interest in the Sony machine, PlayStation Plus is the perfect complement to what we consider the finest games console.

We've got previews galore of all the forthcoming titles — so many, in fact, that several escaped to the 20-page supplement given away with this issue — and fea-

tures which, while very much game dedicated, we hope will tap into other interests you may have. The first of these is the thirteen-page footy round-up which starts on page 20, and we have a stack of similar ideas in the offing for forthcoming issues. Finally, we would love to hear what you think of the magazine and its content, along with any technical queries you may have for a proposed Q&A section. So, if you can be arsed, please drop us a line.

Ta.  
Steve Merrett  
Editor

# IT'S SEPTEMBER 29TH!

After rumours galore regarding the PlayStation's official UK launch date, Sony have finally settled on Friday September 29th. Retailing at £299, the UK machine is bundled with an RF cable, power supply, manuals, a joypad, and a sampler CD containing a mixture of playable demos and demonstrations of the machine's capabilities (see panel). Similarly, Sony have an impressive eight titles ready to ship on the same day, with further batches of half a dozen home-grown titles released each month. The game CDs are being released around the £40 mark, although titles which are more expensive to develop or import will cost slightly more at £45-50 — Ridge Racer and Mortal Kombat III being the initial examples. The £299 price tag and £40 CDs gives Sega's much-maligned Saturn a real kick in the teeth, as the Sega machine is a clear £100 dearer, and comes supplied with a SCART cable as opposed to the more home-friendly RF cable.

The machine is, as expected, identical in design to its Japanese cousin, with the exception of an RF (aerial) port at the back, but anyone familiar with the Japanese machine's stylish 'swirly blue' front end and CD controller screens may be disappointed to see them replaced by a rather basic-looking bas-relief pattern reminiscent of bathroom tiles. In addition to Sony's titles, most third-party software houses have PlayStation games in development, with Destruction Derby and WipeOut, opening the floodgates and Ocean, Acclaim, Gremlin and Warner all set to unveil titles within the first six weeks. As a rule, software houses have been quick to add the PlayStation to their respective bows, while the Saturn is suffering from the often fatal 'wait and see' syndrome, with several software houses openly admitting that they're concentrating on Sony titles and will convert them to the Sega machine if sales demand.





# THE SONY CD

When we first heard there wouldn't be a full game bundled with the PlayStation, we were more than concerned. However, the 'taster' CD bundled with the machine sells the machine far better than any one title — apart from, perhaps Tekken — and features the following:

## GAME DEMOS DESTRUCTION DERBY

Turn to page 84 of this very issue for the full SP on this brilliant racing game, where the emphasis is on high speed crashing! Have a go at the Destruction Derby option free of charge.



## WIPEOUT

Again, a quick glance at page 74 will give you an idea of the sort of high-adrenalin action on offer here, along with some superb graphics and amazing sonics. Features a sample course.



## ESPN EXTREME SPORTS

Who'd've ever thought one of the first products we'd see on the PlayStation would involve skateboarding? A rolling demo, but enjoy watching as the little fella jumps over obstacles, pops through gates, and beats up the other competitors.

## TWISTED METAL

Video footage of Sony's off-the-wall challenger to Destruction Derby.



## TEKKEN

This should be one of your first purchases, but in case you need any further convincing, watch this fabulous footage, as warrior after warrior beat the crap out of each other.



## STARBLADE

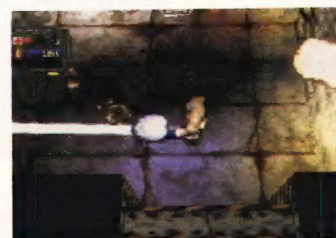
Namco's 3D blaster is shown in rolling demo form. Yep, more non-playing antics, but never mind, the original's not that playable.

## TOH SHIN DEN

An excellent piece of beat 'em up action to get your teeth into. You can get right in the middle of the action, with the two characters on offer. A truly amazing piece of software.

## LOADED

An interesting combination of Gauntlet and Chaos Engine, Gremlin's violent blast 'em up keeps the death rate nice and high. Fully playable.



## NBA

Another rolling demo, but one of the games Sony are particularly proud of! Check out those multiple camera angles and reflecting floor boards. Cool.



## NON-GAME DEMOS

### DINOSAUR

And you thought Jurassic Park was impressive?! Well, free with your PSX you'll get your very own dinosaur to drive around. He walks, he chomps, he even snarls and bares his teeth. One of the demos Sony used to convince developers of the PlayStation's power.



### MANTARAY

Using the same techniques as the T-Rex demo, a Manta Ray floats around accompanied by a shoal of fish..



### V-CD

A variant of an old C64 title called Pschedelia. Play a music CD through your machine and V-CD will accompany it with a host of fancy graphic effects.





PLAYSTATION

# DOOM



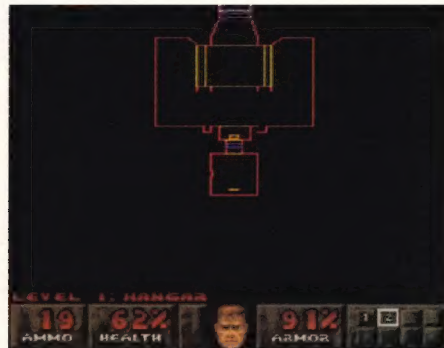
GTi

We're tired, it's press day. But Doom is here and suddenly everything is all right. Yep, we have had the privilege of being the first mag to see Williams' conversion of Doom to the PlayStation. A legend in its short lifetime, Doom is the one game virtually every PC owner possesses. If you haven't seen it, you're in for a treat. Imagine a dungeon filled with monsters. Imagine you're scouring the dungeon's many catacombs armed with a shotgun, chaingun and chainsaw (among other things) to take on the demon hordes. That's Doom.

GTi are justifiably proud of this conversion, and we reckon it is easily the best Doom yet. The Sony machine's processor provides fast, fluid scrolling, and the graphics are detailed and feature a host of new creatures PC owners had to wait until Doom II for. But the sound. Oh, the sound... A suitably oppressive tune plays at all time, punctuated only by the rattle of gunfire or a burst of chainsaw mayhem.

Make no mistake, Doom is going to be huge.

## FIRST SHOTS!





## ARE THESE THE GAME HEROES OF THE FUTURE?

**Acclaim read between the lines for new possibilities...**

With the number of comic book heroes gracing our video game screens over the last few of years, there can be very few people left who aren't familiar with the names DC, Malibu and Marvel. Of course, when it comes down to the super-heroes actually making it on to the screen, it's usually down to familiar names such as Acclaim to do the hard work. However, one thing that you might not be aware of, is that US giants, Acclaim Entertainment, themselves actually have a finger in the pie of comic publication, with the logically-named Acclaim Comics.

Following a major acquisition a couple of years back, Acclaim Entertainment now have a large number of titles in circulation, and following a major marketing and editorial upgrade initiative set in motion last March (called the Birthquake campaign), look to be increasing their influence over the market. But why should this be of any interest to you or I? Well, put simply, Acclaim are looking to the future, and most of their comic heroes are set to appear in forthcoming video games.

Already Turok is destined for binary stardom, and future crossovers to look out for include:

### BLOODSHOT

A cybernetic Samurai fights crime using computer-precise control over his mind and body.

### X-O MANOWAR

A barbarian from the past, defending the Earth from alien invaders, armed with an alien suit of armour.

### NINJAK

This follows the adventures of the ultimate espi-

onage agent — a hacker trained in the arts of the Ninja.

### TUROK: DINOSAUR HUNTER

Transported from the past to save the present from bionically enhanced dinosaurs, Turok is a nineteenth century Kiowa brave learning to live in the modern world. This is a definite future game hero, with an Ultra 64 version confirmed, and the Sony version imminent.

### SHADOWMAN

A New Orleans Jazz musician and voodoo warrior, Shadowman guards the world against supernatural villains and disasters.

### SOLAR, MAN OF THE ATOM

Our personal favourite, in true Marvel style this guy gets his god-like powers after being caught in a nuclear explosion, and fights for justice as he struggles to retain his humanity.

### THE VISITOR

Nobody knows who he is, but he is mankind's greatest defence against the evil machinations of the Harbinger Foundation.

### ETERNAL WARRIOR

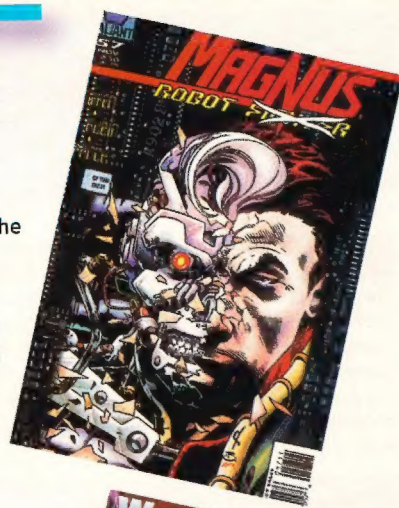
Born before recorded history, this guy is an immortal soldier waging a timeless battle against human injustice.

### MAGNUS, ROBOT FIGHTER

This guy protects his fellow citizens from their own creations — robot servants gone amok.

### TIMEWALKER

Younger brother of the Eternal Warrior m(not bad seeing Eternal is supposed to be 'timeless!'), Timewalker wanders from century to century fighting the good fight.

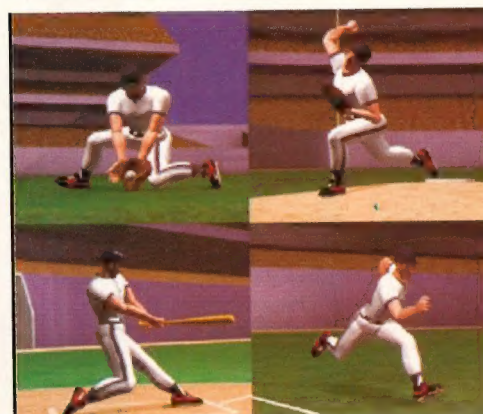


## SPORTING QUESTIONS



Japanese giants Konami have announced a new sports label, Ultra Sport, the first two releases

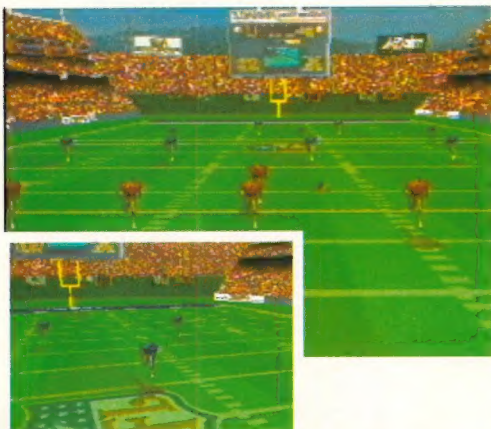
for which are based on American Football and Baseball. Using rendered characters throughout both, Konami's sports line aim to mix realistic animations and television-style presentation with match-perfect gameplay. More games are expected to join the series, too, with the UK version of Goal Storm also appearing under the label, and rumours circulating of a forthcoming tennis game.





## ACCLAIM IN THE CLUB

**Acclaim** With all the latest season's teams updated and added, Acclaim's PlayStation version of NFL Quarterback Club '96 is set to hit the PlayStation in the next six weeks. Rivaling Konami's forthcoming NFL game, QBC uses a variety of viewpoints (including a shouldercam) to visually enhance the crunching tackles and long passes. A review is imminent.



## TOH-SHIN-DEN A-GA-IN

**Takara** Having been quickly knocked from their 'top beat 'em up' perch by Tekken, Takara are currently developing Toh Shin Den 2; and they mean to reclaim their title. The visual appeal of the game has been greatly enhanced, with a polygon count for each character, and considerably higher detail throughout. It's also understood that Takara intend to expand upon the range of combinations and techniques available within the gameplay.



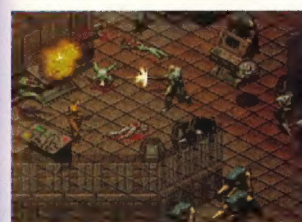
## JIMMINENT

**Virgin** With its release imminent on the 16bit formats, Virgin have commissioned US-based Pinky Games to convert Earthworm Jim II to the PlayStation. The sequel to the incredibly playable Super NES and Megadrive game, Jim II is a fast-paced platformer set on a holiday planet overrun by aliens under the control of Jim's nemesis, Pscrow. Thirteen levels are promised, but what improvements the Sony game will see over the 16bit code aren't being disclosed as of yet. There's no release date, either.



## KONAMI GO INTO OVERKILL

**Konami** One of the unsung heroes of the E3 show in LA last year, Konami's OTT shoot 'em up, Overkill, is shaping up very nicely. Cast as a gun-toting mercenary, the player is dropped into a series of robot-infested complexes with one basic mission: kill everything. However, while this may not sound particularly different, it is the game's implementation which looks to set it above the rest. As the robots are blown away/up/into next week, they all behave differently. For example, the game can be tactically with the player using stealth and cunning to slip into rooms and pick them off one by one, or there's the tried and trusted gung-ho method which draws immediate attention! Similarly, when killed, the robots react in different ways and, depending on your proximity and angle of your shot and the weapon used, they fall in different ways. No release date yet, but we'll be watching Overkill very closely.



## ACCLAIM ENTER KOMBAT

**Acclaim** Beating Sony's Midway-produced third entrant to the Mortal Kombat trilogy by a month, Acclaim are planning a quick November release for their conversion of Mortal Kombat II. Released into the arcade eighteen months ago, MKII offers twelve characters, and added Babalities (reverts the loser to toddlerhood) and Friendships (offers them a gift) to the basic fisticuffs. Whether the game's thunder will be stolen by the imminent release of the improved third game remains to be seen, but nevertheless, Probe's conversion of MKII is very impressive. Let battle commence.

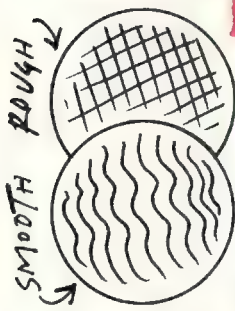




I'M SO CONVENTIONAL.



I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE  
CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR  
PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE  
WIPE OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE,  
IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.  
I USE OXY DUO PADS EVERY MORNING  
AND EVENING WITHOUT FAIL. YOU CAN  
CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER;  
BUT YOU CAN'T CALL ME SPOTTY.



SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM! ARE TRADE MARKS.





## ANSWERS PLEASE

### Mark Glossop. Loaded's Producer.

Basically it's our first game on the PlayStation, and it's pushing the machine as far as it will go. The 3D technology we're employing is about as good as it gets; with light-sourcing, gouraud shading, etc. along with some stunning visuals. The basic concept can be covered with the sentence "Big guns, big explosions!" Originally we had a very complex game idea, with bits of adventure in there — solving puzzles, accessing computers, finding keys, etc. — but as it went on, we realised that it was just good fun to run around killing people. Ever since the Station came out we knew that we wanted to do a good top-down Commando-type game, and we'd had this idea hanging around from an old abandoned SNES project. We hired 2000AD artist, Greg Staples in to do some bits and bobs, but liked his stuff so much we kept him in full time. Greg was interested in computer games, and when we came to hand his work over to our graphic artist, it just worked really well. The PlayStation hardware is perfect to cope with the 3D effects we wanted, and once we started getting the violence in there, we were hooked.

Loaded will be released in November.



## OLYMPIC SOCCER

**US Gold** The latest addition to the burgeoning US Gold catalogue is a PlayStation footy game called Olympic Soccer. With football set to play a major part at the next Atlanta games, US Gold have signed the rights to produce a game based on the multi-national tournament. Details are scarce at the moment as only a handful of rendered images have been completed, but the first shots should start appearing in the next few months.

## DESCENT

**Interplay** Remember that bit in Total Recall where Quaid has the flashback to being inside those huge alien mines? Remember the effect as the camera sped forward every now and then? Well, that's what it's like playing Interplay's Descent. Originally heralded as a totally 3D version of Doom, this game sits you in a tiny fighter craft, and then drops you into a complete 3D world, where up quite often is left, and right's not sure if it's coming or going. It's all about exploration, with a fair old bit of combat in there as well, and should be with us before the end of October.



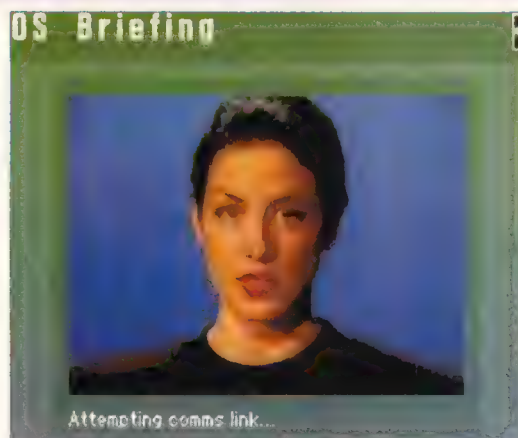
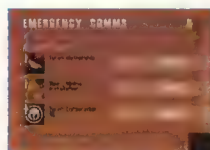
## DOES TOM CRUISE?

**MicroProse** MicroProse has had some major success in the past with flight sims and the like, and it looks as though they're planning to enter the Sony market playing on similar strengths, with a future product. I would imagine that the Top Gun name is a major boost for any produce, but coupled with the MicroProse know-how (not to mention some serious cut-scenes if these screen shots are anything to go by!) I'm sure we're in for a treat.



## WE'RE AT DEFCON 5!

**Sony** As last engineer on an alien defence complex, you've been left all on your own to install the automated systems, and shut the place down (after 200 years without an alien threat). And then the green buggers attack! Yep, age-old plots ahoy, only this time backed up by some sexy-looking graphics and interesting gameplay. Or at least that's Sony's story, with this Millennium Interactive designed 3D adventure/action/combat game. Watch this space later in the year.

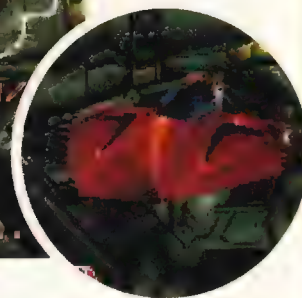
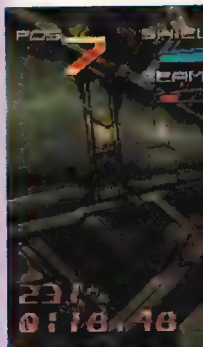






## CYBERSPEEDING ALONG

**Mindscape** Mindscape look to have a pretty busy schedule for PlayStation products over the next few months, with one of the earlier releases looking ever so slightly WipeOut-ish. Eight different ships zip around some nine different courses, all complete with texture-mapped graphics running at 30 frames per second. Cyberspeed also boasts a great number of cutscene flicks, tons of hidden extras, and thumpin' CD-based techno and metal soundtracks.



## MEET JOHNNY BAZOOKATONE

**US Gold** Currently entering the initial stages of development is a music-based arcade/adventure called Johnny Bazookatone. Starring the heavy metal hero of the title, JB is set in the year 2050AD, where Johnny is worshipped for his musical skills which are believed to pacify the once war-torn world. Hmmm. The devil himself, though, Mr L. Diablo, believes Johnny's beloved guitar holds the key to his peace-keeping skills, and steals it, paving the way for Johnny to engage in a battle for both his guitar and the balance of good and evil. Although coding has only just started, US Gold plan a fully-rendered game set in hell — with Johnny making his way through Satan's kitchen, hotels (literally) from Hell, and facing Diablo in his penthouse domain.



## GUNSHIP 2000

**Microprose** Following the considerable sales Microprose have seen from previous versions of Gunship 2000, it's no surprise to find that they're tarting it up for the PlayStation. A huge success in its Amiga format, and taking into account the way it looked on that fairly low-powered machine, this has the potential to be extremely groovy.



## VIRGIN GO AT FULL TILT

**Virgin** The PlayStation's first pinball game is on its way, courtesy of development team, NMS, and under the wing of Virgin. Tilt is a four-table game, offering a number of views across the pre-rendered tables. All the usual flippers and bumpers are available, but the difference between Tilt and its predecessors on other formats is that the action freefalls to follow the ball, with close-ups of the many bonuses when the ball connects and a sweeping view of the action. Pinball game purists, however, will be pleased to note there's also a static table. Farts.



## X MARKS THE SPOT

**Acclaim** Converted from the Midway coin-op, Revolution X stars rockers, Aerosmith, in an into the screen blaster. The gits responsible for 'Love in an Elevator' have been kidnapped, so, grabbing a gun and a cluster of grenades, the player's mission is to blast away at the many helicopters, bad guys and vehicles the unknown chief baddy is using to guard them. Featuring digitised sprites and backdrops, the game spans a dozen stages, each of which has a larger 'boss' waiting at the end. Oh yeah, and Aerosmith provide the... er, tunes. Man.



## ALL ALONE IN THE DARK

**Infogrames** One of those games that sold a dozen PCs by the quality of its graphics, Alone In The Dark is currently heading for the PlayStation in a bastardised hybrid form of the original and the even better sequel. However, whereas PC owners had to make do with blocky characters made up of polygons, Sony users will be treated to a fully light-sourced hero and villains which look so impressive they should be on The Clothes Show. No release date as of yet, though.





# WIN!

## STREET FIGHTER VIDEOS

Just released on the Manga level and blowing the turgid Van-Damme/Kylie effort out of the water, is an animated film of the ever-popular Street Fighter games. With all the characters from the game leaping in at some point, a series of excellent fight scenes give way to an ultimate confrontation with the evil M. Bison. We have ten copies of the video to give away to the first randomly-picky people who answer the following question: Which games company is responsible for the Street Fighter series?

Answers to the usual address marked Street fighter Manga Competition. Usual competition rules apply.



## JUDGE DREDD CDS

Recently aired on Radio 1 (Eff-Em), the Judge Dredd radio plays are based on classic comics from the Fleetway strips. Such was the success of 'The Day the Law Died', a follow-up based on the epic 'Apocalypse War' is currently airing, with more in the pipeline. If you missed the transmissions, though, Polygram have given us ten copies of the series on CD to give away. Just answer the following question, obey the usual rules, and send it to the editorial address:

What is Judge Dredd's first name?

Mark your entries Dredd CD Competition.



## CLASSIC SCI-FI

We're suckers for a bit of classic sci-fi at PlayStation Plus, and Beyond Vision are a new company linked to Warners who specialise in rereleasing classic sci-fi movies and series. So far, they've unleashed the likes of 'V', 'The Omega Man' and 'Outland' on to the unsuspecting public, and now they are releasing classic episodes of 'The Outer Limits', 'Babylon 5' and the 'Logan's Run' movie. We've got five of each, if you just answer the following question, follow the usual rules, and send it to the editorial address marked Beyond Vision.

What TV channel is showing Babylon 5?



## NBA VIDEOS

Later in this issue you'll find a review of Acclaim's excellent NBA Jam game, but why not get yourself warmed up with some heavy armchair training first. Thanks to those nice people at Fox Video, we've got five copies of NBA Jam: The Music Videos, and Shawn Kemp: The Reignman to give away. And what do you have to do to win these top flicks? Just tell us what it is that white men can't do. Apparently. Answers on a postcard marked NBA Video Competition



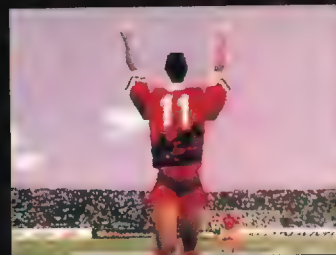
# PREPARE FOR THE STORM



A storm is coming to the "PlayStation"...

a **GOAL STORM!**... as Konami makes its first foray into the 32bit sports arena.

From beautifully sculptured polygon characters animated by the latest motion capture technology through to ear bursting commentary and sound effects the attention to detail is obvious. We've included all the features you'd expect from a top notch soccer title including fully selectable team formations, programmable tactics, viewpoints, leagues and every real soccer skill imaginable.



**GOAL STORM**  
kicks off early November.

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# INSIDE THE



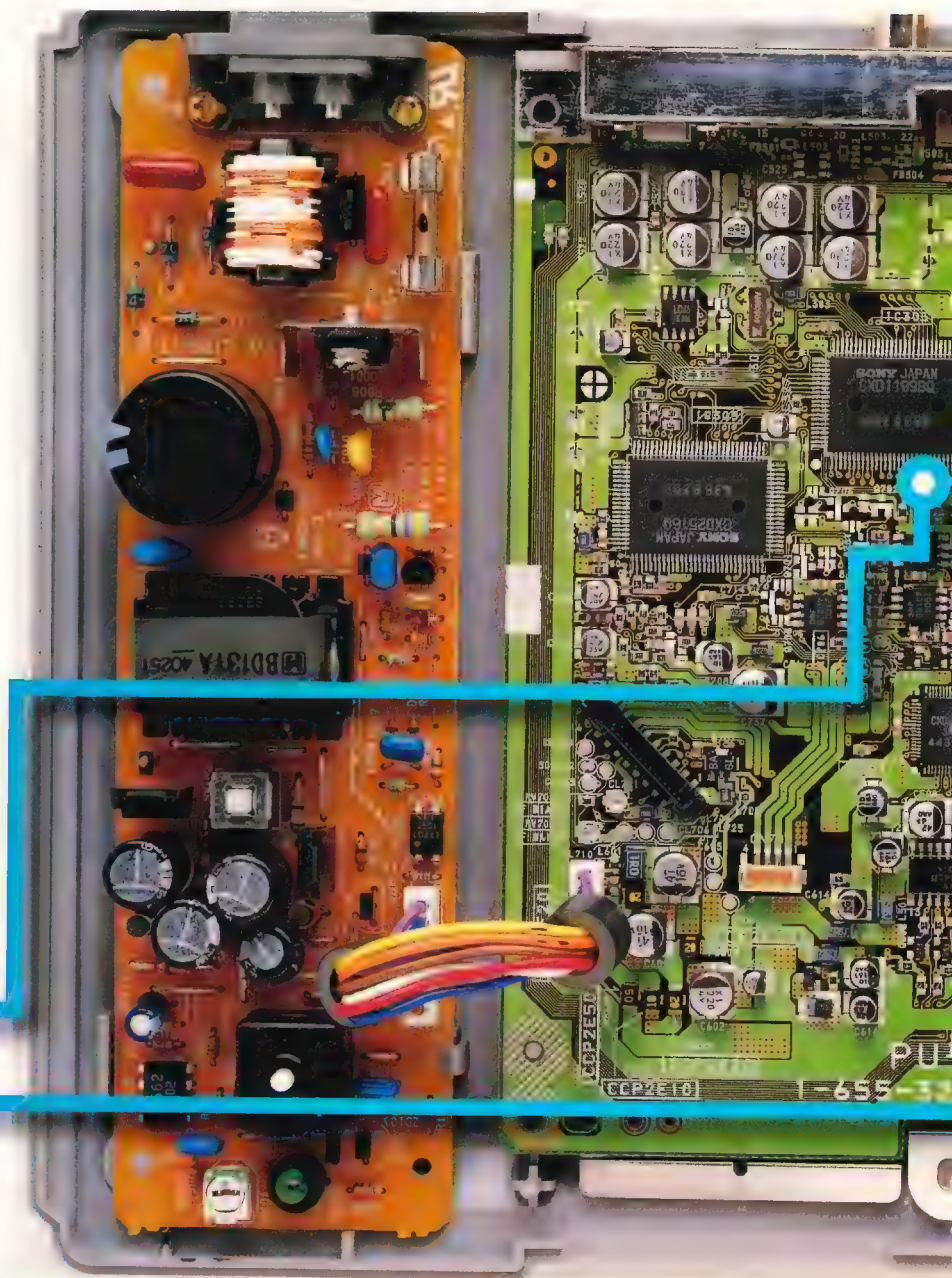
**You've taken delivery of the future of video gaming. You've lovingly unwrapped the joy-pad, plugged the main unit into your TV, and tinkered with the demo CD. But what makes it so much better than the Sega Saturn, and how expandable is it? PlayStation Plus reveals all...**

#### CD Control

Secretly indicated is the CD unit, which in turn is capable of receiving eight simultaneous channels of data into memory. The secondary task is the signal conversion. The drive is a double-speed unit and is considerably faster than those in the 3DO and most PCs.

#### RAM (basic memory) and VRAM (video memory) chips.

Where the memory and data is RAM. 3.5Mb is available, split between 2MEG for basic instructions, 1MEG for video instructions, and sound playing 512K. Separate RAM is accorded for the Operating System and the CD driver.

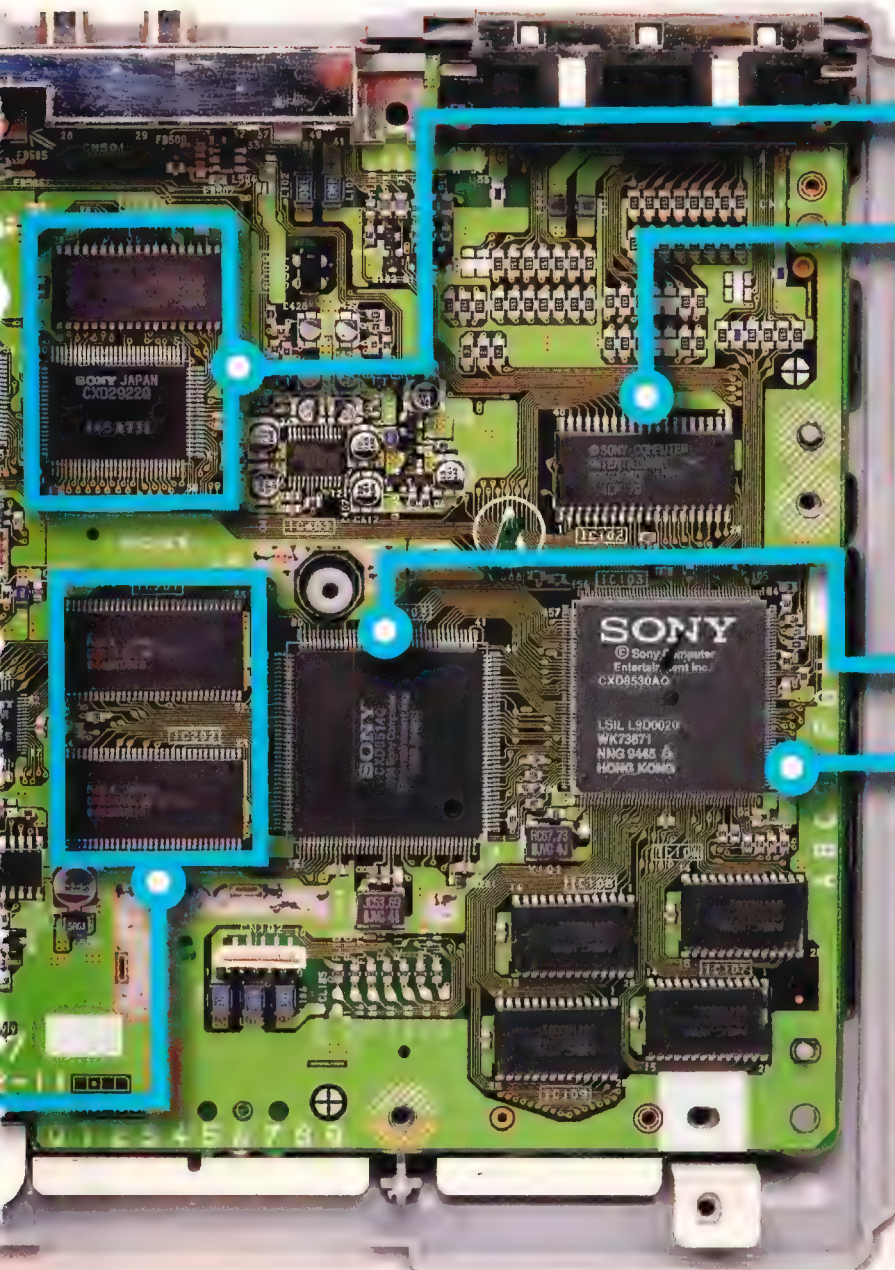


**C**ongratulations on buying what is quite simply the pinnacle of video game systems. In the PlayStation you have found a machine with graphical capabilities as close to those of an amusement arcade as possible. It's a machine capable of incorporating 'real' music (replete with vocals) to enhance games previously thought technically impossible. You have also bought a machine with a future. Yes, the PC-owning contingency may scoff at another 'faddy' game system, but do you really think a multi-national company such as Sony would invest in something they thought would never succeed? Nope, and such is the Japanese giant's



# PLAYSTATION

## THE INNER WORKINGS



**Sound chip**  
24 channels are available with the assorted effects and music streamed directly from the CD.

**Sound RAM**  
The aforementioned 512Kbytes.

**Boot controller**  
Checks the disc for the machine start sequence in the Sony logo and CD copy-to-hem screen.

**The Graphics Processing Unit (GPU)**  
Responsible for everything you see on screen, this monolithic-looking chip is capable of displaying over 16 million colours in 4K and can easily handle 250,000 sprites at once and moving in and out of the screen! Early Sony devices showed the power of shaded pixels, allowing the viewer to see all around them.

**The Central Processing Unit (CPU)**  
The R3000A chip is the central 32bit power processor of the machine and runs at 33MHz (compared to the paltry 7.1MHz of the latest Super NES, running up to 30 MHz (Millions of Instructions Per Second), and has a Bus Bandwidth of 132MEG per second which enables the PlayStation to move colossal 3D worlds quickly and easily.

hopes for the PlayStation, that as you read this the next wave of peripheral and software support are being duplicated for importing over here. Similarly, virtually every third-party software house (Acclaim, Virgin, Ocean, etc) have at least four titles due for release in the next six months, with Sony themselves unveiling eight new titles each month. In fact, there are 100 European software developers, a further 120 beavering away Stateside, whilst the Japanese division have licensed 250 separate teams! Let's face it, Sony have got it right, and the PlayStation is going to be massive. End of story.





# THE PLAYSTATION

## ADD-ONS...



### MOUSE

As Sony wipe the floor with both the Super NES and Megadrive, they also plan to tackle the mighty PC market by pitching the PlayStation as 'not just another faddy console.' As such, more cerebral games like X-COM and, possibly, Syndicate Wars will be mouse compatible allowing for more fluid icon selection than the relatively cumbersome pad allows.



### RF CABLE

For those of you without a decent SCART TV. Paupers...



### MEMORY CARD

Both Sony and Datel offer memory cards which allow game data to be stored. Fifteen save compartments are available, with a menu screen accessed on booting up the machine allowing the player to reorder or delete current files. The card slots neatly above the joy-pad port, and automatically reads which game is being used.



### NEGCOM PAD

Designed with Ridge Racer in mind, this pad uses a twist mechanism to turn the car as opposed to the more traditional Dpad arrangement. The four buttons are positioned to the right, which is a tad awkward, but overall this makes a nice change from the more conventional control idea and does actually make playing the game easier.



### SCART CABLE

Essential for a better quality picture. Most modern TVs offer a SCART port and a separate channel, the benefit being the resolution and signal are duly improved, and the image fills more of the screen than the standard RF cable.



### LINK CABLE

Destruction Derby and WipeOut are two of the first games to offer a multi-player option — whereby two machines running copies of a game can play against each other. Sony's cable slots into the I/O port at the rear of the machine, and sends the relevant connection data between the two machines.

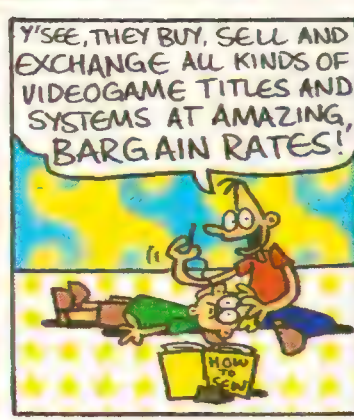
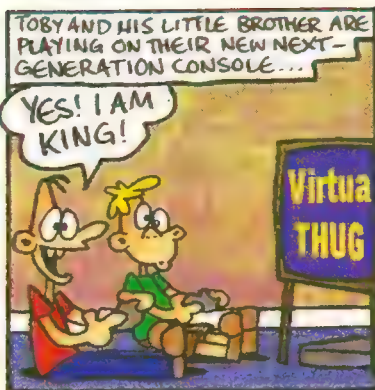
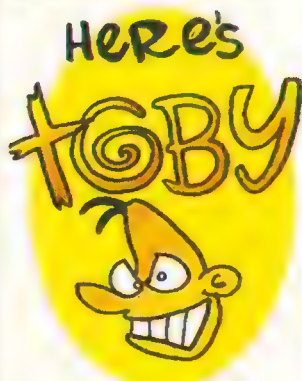




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*Forget whether Stan Collymore is worth £8.5 million. Who gives a toss about Ginola's plans to revolutionise Newcastle's game. So Gazza's gone to Glasgow. Yeah, and? The real battle for soccer supremacy is on the PlayStation – with entire squads costing in the region of forty quid. PlayStation Plus offers you this complete guide to the CD season ahead...*

**M**y name is Steve Merrett and I have a confession: I am a football victim. Since 1974, I have supported West Ham and watched in vain as they rarely struggle into the top half of the Premier League. I have seen them win the FA Cup, go out of Europe in the first round. I've seen them relegated and promoted. Every Saturday during the football season, I find myself waiting for their latest score to chug across the vidi-printer in the vain hope of a win. This fanaticism stretches into footy games, too. For a while *Striker* on the Amiga and Super NES reigned supreme. Then Hudsonsoft's *Virtua Soccer* came along and stole its thunder for a matter of weeks until both *FIFA* and *Sensi* hit the Megadrive. Of the two, I always preferred *Sensi*. *FIFA* looked the best, yeah, but when it came to playability... frankly, *Sensi* knocked *FIFA*'s sluggish controls into a cocked hat. Now, though, I am a Super NES soccer traitor with Konami's superb *International Superstar Soccer* firmly wedged into my dusty old machine. This, however, could all change as EA, Gremlin, Ocean, Psygnosis, Namco, and Konami tie the laces on their forthcoming kickarounds for the Sony machine. Thus, while Man Utd, the Arse, and Blackburn battle it out for league supremacy, the PSX finals have started early.



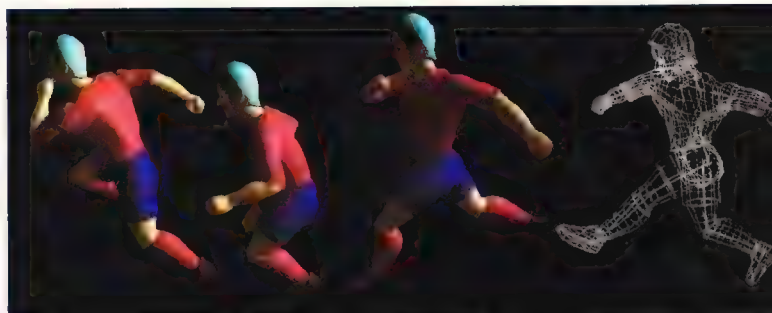
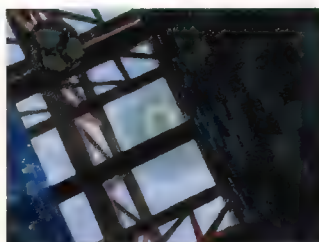




# FIFA

**W**hen EA's 3DO version of *FIFA* was released over a year ago, it broke the mould created with the 16bit games — comparing the old game to the bells and whistles 3DO title was like comparing Blackburn Rovers to the poor sods at Albion Rovers who are currently stuck at the bottom of the Scottish Third Division. Abandoning the isometric view of the Megadrive game, *FIFA* on the 3DO made the most of the Panasonic machine's processing power to offer an assortment of camera views; shoulder-mounted views, zeppelin-based distant overviews, even a view from the ball! Everything a footy fan could want and the perfect bridge between video games and real soccer, surely. Alas no. The lack of control of the Megadrive game returned to offer a smart-looking but stilted kickabout. But just as the Megadrive *FIFA '95* learned from *FIFA*, EA's '96 update for the PlayStation looks set to run rings around the Endsleigh League 3DO crock. And this is how...

THE INTRO PANS IN ON THE 'VIRTUAL STADIUM' FROM THE SKY DOWN ONTO THE PITCH.



## YOU'RE SHITTA AAAAAAAAAH!

You're playing in front of 40,000+ people, your position in Europe/the relegation zone/the championship chase rests on a clean score sheet. Not the best time to put it in your own net methinks...



### NEWCASTLE VS SPURS

After much confusion, the ball falls to Chris Waddle who only has to turn and punt it upfield... Nope, the flash git keeps it up twice using his knee and lobs his own 'keeper... You'd have thought he'd learnt after that World Cup penalty. Tit.



## RUN WITH IT....

Let's face it, we want players who run, pass and kick like Peter Beardsley (but don't look like him), and FIFA's players should be able to mimic most of the moves made by the likes of Sheeeeeeeerrrrrr, Le Tiss, and Stan Collymore. Probe filmed a player going through the motions of kicking, heading etc, and converted the footage into a wireframe skeleton which was duly coloured to represent each of the European sides on offer. These are then plonked into the 'Virtual Stadium' and light sourcing added for that final dash of realism.

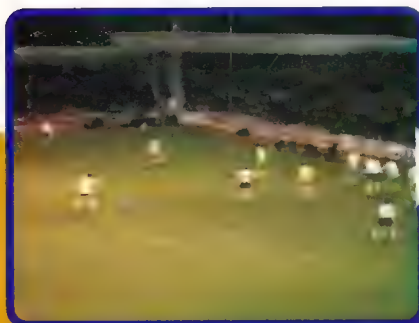


## ON THE TERRACES

The benefits of owning a state of the art system like the PlayStation are patently obvious to EA, and they have used the Sony machine's processing power to create what they poncilly refer to as 'Virtual Stadium.' Also to be seen in EA's forthcoming *NHL Hockey*, basically a 'Virtual Stadium' is one which has been fully plotted in 3D and, as such, can be scrolled around and viewed from any angle. Then, as your plucky band of Italians give the Colombians a real drubbing (for which they'll no doubt get shot for later), the assorted passes and chips which you're so proud of can be viewed from any one of dozens of freely available view-points; ball cameras, from the shoulder of someone elsewhere on the pitch – virtually everywhere, in fact.

## JOHNNY MOTSON, JOHNNY JOHNNY MOTSON...

The first glimpses of *FIFA '96* were at the E3 show in LA in May, and the early version on show just blew us away. It wasn't the graphics that warranted such initial impressions, though, it was the sound. As I stood and watched the game running, a typically smarmy American commentator was giving a running description of the play! For the UK version, EA have enroled John "he'll be unhappy with that" Motson to do the verbal honours. Some 7000 samples are currently awaiting inclusion into the final code, with Motson no doubt set to amaze with his knowledge of bobbling in the box and the fact that players will be less than chuffed with missed opportunities.



## SPURS Vs MAN CITY

A superb catch from the goalie in a busy box... Swooping above the defenders, he clasps the ball and drops back down to Earth... Only to drop it into his own net. Butterfingers.





# ACTUAL SOCCER



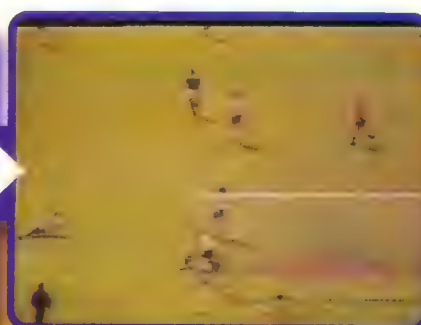
THE YELLOW TRIANGLE IS POSITIONED BENEATH THE PLAYER UNDER YOUR CONTROL.

**N**o matter what the machine, footy games have always had to have an 'extra'. FIFA '96 has already demonstrated its 'Virtual Stadium' and enroled John Motson, while distant games on now long-dead formats have seen the player fending off Diego Maradona's penalties, listening to Capital Radio's Jonathan Pierce go mental via a dodgy sampled commentary, and numerous licences from John Barnes, Les Ferdinand and (shudder) Peter Beardsley.

In keeping with this trend, Gremlin are aiming to push back the boundaries of realism further by creating a polygon-based eleven whose moves mimic that of a real team perfectly — hardly surprising since Gremlin got ex-Palace player, Andy Sinton and Sheffield Wednesday's Chris Woods, in to go through the motions. Linking a series of electrodes to both player's arms, legs and head, their moves were transferred to a PC and linked together into free-moving skeletons by Gremlin's 'Motion Capture' team. It's a more advanced version the technique Probe used for FIFA '96, but — hey! — at the end of the day, it's goals that count...

RELEASE	OCTOBER
COMPANY	GREMLIN
PRICE	TBA
PLAYERS	1-2
GENRE	SPORT

THE COMPUTER GOALKEEPERS ARE MORE INTELLIGENT THAN THOSE IN MOST 16BIT FOOTY GAMES, AND PULL OFF SOME INCREDIBLY ACROBATIC DIVES AND TURNS WITH APPARENT EASE.



## ENGLAND Vs SCOTLAND

A classic from the 1977 Home Internationals...

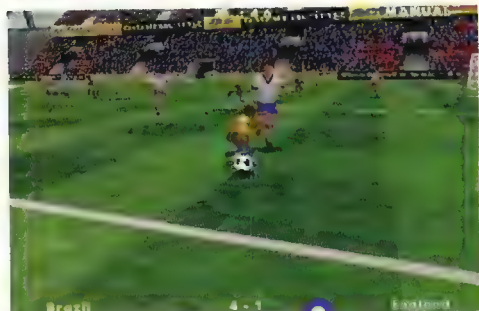
Dalglish is forced wide but pops a shot at England's greatest keeper, Ray Clemence...

Who lets the bloody thing go through his legs. Immediately, the Scottish fans rip Wembley to bits — it should've been Ray.



## WORLD IN MOTION

Actua Soccer started life as kickaround viewed from far above the pitch. The advent of Gremlin's Motion Capture technology, however, saw them setting their sights considerably higher, and Messrs Sinton and Woods were duly brought in to Gremlin's green screen studio for filming. As the wired-up pair performed the assorted dummies, shots and saves we have come to expect from a decent footy game, they were filmed by six cameras positioned at varying distances and angles. The information given by the sensors attached to their bodies gave a realistic moving skeleton, which was conveniently displayed from the said six viewpoints. From here, the game's teams were formulated, adding different weights and heights to the sides, with the finished squads rendered and ready for action. The advantage being that when you play Actua Soccer, it is extremely close to the real thing...



**TACKLING** IS BEST ATTEMPTED WHEN FACING YOUR OPPONENT. SLIDING IN FROM BEHIND INvariably HACKS THEM DOWN.

**THE COMPUTER VIEWS** SWITCH AUTOMATICALLY TO ENSURE LONG PASSES ARE MET WITH A DISTANT VIEW, WHILE HEADERS AND CHALLENGES ARE ZOOMED IN ON.



**IT'S THERE!** GIRLY CELEBRATIONS IN THE BOX AS ENGLAND FINALLY SCRAPE ONE BACK AGAINST BRAZIL. OH, SO IT ISN'T THAT TRUE TO LIFE, THEN!



**ANOTHER EXAMPLE** OF THE BRILLIANT CAMERA ANGLES OFFERED DURING THE GAME AND FOR REPLAYS. STARTING FROM BEHIND THE STRIKER, THE 'CAMERA' TRACKS TO FOLLOW THE SHOT.

## MAKING A PASS

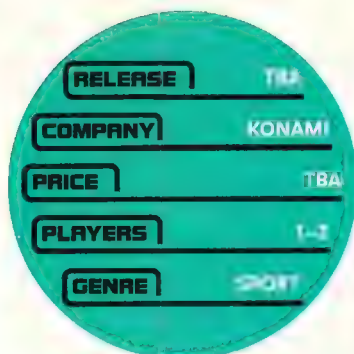
Of course, realism isn't just down to how the players move, it's how instinctively the said shots and passes are effected. As the in-game camera whizzes to and fro to show the crunching tackles in close-up and long balls from afar, the player is always in control of the player nearest the ball (marked by a conspicuous marker beneath his feet). Depending on the speed of the ball and its height, sliding tackles, fouls and blistering long shots are all easily pulled off – and beating the opposition 'keeper is far from easy, and duly celebrated in a way which would make Giggs and Ince proud.



## VILLA Vs QPR

Paul McGrath would have us believe we all chant in wonderment... But the Irish scallywag heads to clear a Rangers attack... Only to score the greatest header of his career; albeit in the wrong goal.





I feel fortunate to be writing one of the earlier footy game previews in this issue, because no doubt by the time you come to the end of the feature, whoever is writing will have run out of new and interesting ways to introduce yet another football game, and as a result most readers will have dropped dead. Of course that's not to say that I have anything interesting to say, and in fact, unlike Steve with his life-long knowledge of football, I've only really been 'into' football since I started playing *Sensible Soccer* on my old Amiga a couple of years ago!

Still, apart from my knowledge of team line-ups all being based on the 1993-94 league, it did feed me the information I needed to know about formations, substitutions, back pass rules, and why there's always one bloke on his own dressed in black. And the timing couldn't have better as far as future PlayStation products go, because Konami's *Goal Storm* looks to include all of these features, well souped-up, and much much more.

The initial obvious difference between *Goal Storm* and any other game you may have seen before is the presentation. Polygon-driven players sweep majestically up and down the field, while headers, fouls, overhead kicks, and throw ins are all shown in glorious 'Sexy PlayStation-O-Vision'. But they say a picture paints a thousands words, so enough of this 'text' business — eat my screen shots.

# GOAL STORM



## "WHAT A SHOT!"

Konami have made good use of the top buttons in *Goal Storm*, with one side accessing headers, and the other performing overhead bicycle kicks. As you can see, they carry a fair old bit of clout...

...and even the net ripples realistically. Very nice.



## ARSENAL Vs IPSWICH

Confusion in the Arse penalty area. Again...

One header. Another. Then it falls to dependable Lee Dixon...

Dependable to fox Seaman with a header even better than Dixon's famed own goal lob.



## IT WASN'T ME, REF!



No footy game would be complete without the odd harsh tackle, so feel free to slide in at an unreasonable speed, with your legs out and your studs pointing up into the gonads of the opposing team members...



...just don't be surprised if the ref responds by exhibiting a piece from his contemporary coloured card collection.

## GET UNDER IT, MY SON



As you can see, you have a number of views to choose from in *Goal Storm*. The close-up view gives you a more detailed account of what's going on, but at the expense of seeing less of the surrounding pitch...

## KICKS OF THE FREE VARIETY



(1) The control system in *Goal Storm* is a helpful one, and when you come to take something like a free kick, it opens up a small window showing you the possible options. Here, I think I'll just try to power it into the top left corner with my amazing curling abilities.



(2) It's away! And though the goalie hurls himself at the ball, it's travelling too fast, and... it's in!! Broughton United have scored!



(3) And the boys are well-pleased!



...While the more distanced shot gives you smaller sprites, but much more of an idea about what's going on around you. You can also see the helpful shadow allowing you to get under the ball for headers, volleys, and dramatic overhead kicks.



## ENGLAND Vs SAN MORINO

The classic example of a disfunctional 'Goalie/Defender' system.

San Marino get a surprise break after four seconds, only for Stuart Pearce (the Captain) to tap it to David Seaman...

Sadly, Pearce's pass has all the power of a baby's fart, and San Marino take the lead after eight seconds, and Graham Taylor starts packing his stuff.



# PRIME GOAL EX

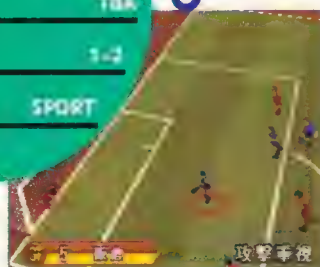


**N**amco's game history is littered with classic characters and games. From the distant days when they introduced *PacMan* and his rotund family, to their more recent PlayStation classics, *Tekken* and *Ridge Racer*, they have an eye for presentation and nearly always back it up with the often-neglected playability. Now they are turning their hand to the noble art of football, and *Prime Goal Ex* is set to hit these shores — via their exclusive distribution deal with Sony — early next year.

Forget fancy panning around the players and pitch. Stuff the need to film real players strutting their stuff. Nope, Namco have gone for sheer playability, and while *Prime Goal Ex* features all the kicks and headers of its many rivals, Namco's aim (as ever) is one of a game which is, well... fun to play. The 40% complete version we have played is already shaping up nicely, with instinctive passing and shooting, and a full complement of J-League sides which will give way top UK elevens when the game finally hits these shores.

RELEASE	JUNE
COMPANY	NAMCO
PRICE	TBA
PLAYERS	1-2
GENRE	SPORT

**PENALTY!** THE REPLAYS SHOWS IT FROM THREE ANGLES.



## SHEFFIELD WEDNESDAY V5 IPSWICH

The Sheffield man crosses the ball in.

Oh what a brilliant header!...

...from the Ipswich defender! Go on goalie, deck him!



# ROGUE'S XI

The PlayStation Plus criminal dreamteam...

**Goal** **Bruce Grobbelaar (Southampton)**  
Heard about the Grobbelaar watch: it has an hour hand, a minute hand and a back-hand? Allegedly. Yeah, thought so...



**Defence**  
**Tony Adams (Arsenal)**  
A spell incarcerated for drink-driving. The only time he's been beaten by a wall.



**Neil Ruddock (Liverpool)**  
Who nugged so many people in his time at Southampton, it was like he was at a Metallica concert.

**Midfield:**  
**Micky Thomas (The Scrubs XI)**  
A bigger line in fake cash than Grant Mitchell.



**Jan Molby (Liverpool)**  
Another drink-drive casualty, and involved in a famed fight outside a Scouse club.

**Paul Merson (Arsenal)**  
The most experienced member of the squad.



## Wingers:

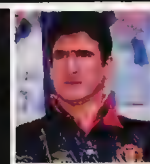
**Willy Johnson (Ex-West Brom)**  
Sent home from Scottish World Cup side for something



**Dennis Wise (Chelsea)**  
For his unusual line in tipping cabbies. Not bad for a little bloke.

## Upfront

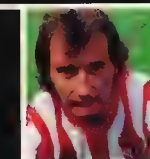
**Diego Maradona (Bocha Juniors)**  
For that hand, and for being drummed out of Italy. Tosser.



**Eric Cantona (Man U)**  
But let's face it, that Palace fan got everything he deserved...

## Striker

**Alan Hudson (Ex Arsenal/Chelsea)**  
Last seen pimping in the *News of the World*. Some career change, that...

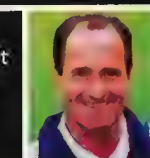


**Subs** **John Fashanu (Aston Villa)**  
For having a brother like Justin.

**Paul Ince (Inter)**  
For inviting 10,000 Crystal Palace fans to 'have a go if they're hard enough.'

## Manager

**George Graham**  
Lucrative in the transfer market it is said.



## CRUNCHING TACKLE

With FIFA offering fanacy viewpoints, *Actua* busying itself with huge polygon players, and *Striker* having a go at both, adding anything vaguely original to a footy game is far from easy. Namco, however, have tried to add an element of strategy to the in-game tackling, with the view changing to one of behind the defending side as the two opposing players come into close proximity of each other. With the two duly expanded sprites then wavering as to which way to move, the players make their decision with the opponent trying to second guess them!



## LIVERPOOL Vs SHEFFIELD UTD

A long shot-cum-cross is hit hopefully into the Liverpool area... When it starts to look dangerous, Liverpool scurry into clear it, with McManamon knocking it past Grobbelaar. To try to save his blushes he then dives straight in after it. Begging the question: why?



FEATURE



# STRIKER '96

In terms of footy games, *Striker* is the old stalwart, the Arsenal, the keeper of the ancient faith, etc. It has appeared on just about every format imaginable and this latest instalment, *Striker '96*, sees it making its debut on the PlayStation.

Because of the extra potential the Sony console offers, the game has gone through a bit of a face-lift, the animation and graphics being brought up to the kind of standard you'd expect of a 32bit machine. Additionally, there's more in the way of game options with new tournaments (including European Qualifiers), and a greater range of options to customise your team. *Striker* also offers players the chance to compete on an indoor six-a-side pitch with no referee for continuous play, and the footballers are all unique, sporting their own individual talents from 30 preset abilities and attributes.

*Striker* is set for release this Autumn and, what with the plethora of footy games currently emerging, it is going to find itself in stiff competition with a number of other titles.



## ANIMATZIONE!

In order to render footballers in action as realistically as possible, a Brazilian club footballer was enticed into a studio to show off his skills. These were then rendered on an SGI workstation and the result is character animation that captures spectacular flicks, diving headers, bicycle kicks, volleys and tackles. In all, *Striker* features over 1100 different frames of animation to convey a genuinely fluid motion to the action.



## EVERTON VS SHEFFIELD UNITED

That safe pair of hands, Neville Southall, strikes again, this time looking for his man as the defence move forward. Instead he decides to throw the ball across the face of the goal and into the path of a Sheffield Utd attacker. Deservedly punished, Southall tries to palm the blame off on a defender.



## ROLLING ACTION!

As is very much the way these days, *Striker* comes with a total of seven in-game camera views which allow the player to choose the view that they feel most comfortable with. Likewise, the action replay can be viewed from as many angles so you can really savour a classic strike.



## GRAY SAYS

These days football games are expected to include realistic crowd noises. *Striker* is no exception and the detail extends to commentary by the gruff Scotsman Andy Gray, and in the indoor six-a-side tournament, the sound of squeaky trainers. The crowd noise is also reactive to the action, rising in pitch with fouls, sustained pressure and, of course, goals.



## ESSENTIAL READING

### FEVER PITCH

£5.99

Nick Hornby's classic recounting of how supporting Arsenal has shaped his life — we reckon it was more likely to bore him senseless. Even if you hate The Arse (a common finding), this is essential reading.

### ALL PLAYED OUT

£6.99

Pete Davies followed England throughout Italia '90 (yeah, the one where Gazza blubbed), and APO tells the story of the run up to the World Cup, dealings with agents, and hooliganism. Interviews with the players and those closely involved with the preparations make this a stunning read.

### ARE YOU WATCHING, LIVERPOOL?

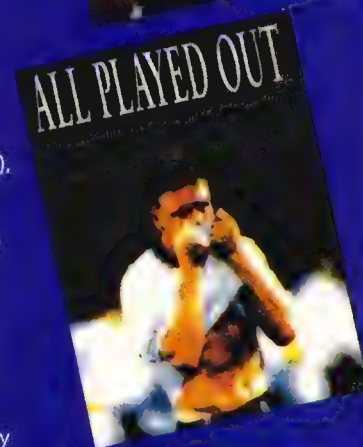
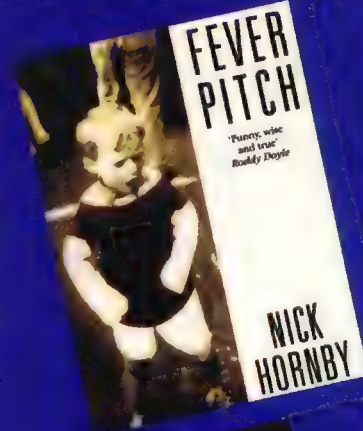
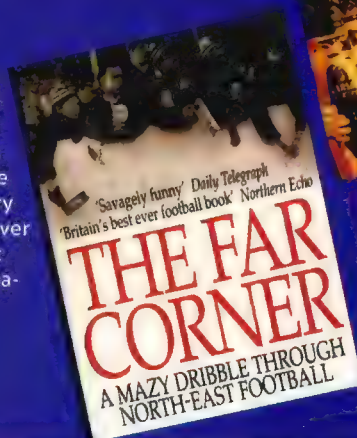
£5.99

A song sung at Roy Evans' team whenever they play Alex Ferguson's mighty Man U, *Are You Watching...* is Jim White's account of his travels with 'The Red Devils' in their virtually unstoppable cup and league sweep in 93-94 — the year they scooped the double. I hate Man U, but this *Watching* is still a fine read written by a true Man U fan.

### THE FAR CORNER

£5.99

In the Seventies, the North ruled soccer. Now, however, once-greats like Sunderland can only look back at their 1973 FA Cup win, while Newcastle once again reign supreme. Harry Pearson's book is a look over the North-East and how it fared during the 93-94 season.



## LIVERPOOL Vs WEST HAM

Rosenthal takes the ball past the keeper! He's through! It's an open goal! But he spoons it off the crossbar!



FEATURE



# POWERSPORT SOCCER

**N**ever ones to be left behind, Psygnosis' French development arm are currently beavering away on *Powersports Soccer*, another kickaround using motion capture technology as its basis. Three leagues — English, French and German — are on offer, with Psygnosis also offering a four-player mode which can be used in one of a number of combinations during the match. In terms of options and features, *Powersports* is most akin to Gremlin's *Actua Soccer*, with several fixed camera views accessible mid-play, but its player sprites are far more impressive than that of the Gremlin game, with an incredible amount of detail packed into each one. How it plays, though, remains to be seen. *Powersports* is very much an outside bet at the moment as so little of the game has been seen, but if those canny Gallic chaps can make their stunning players pull off equally impressive moves it could be a second trophy heading to Liverpool.

RELEASE	TBA
COMPANY	PSYGNOSIS
PRICE	TBA
PLAYERS	1-4
GENRE	SPORT

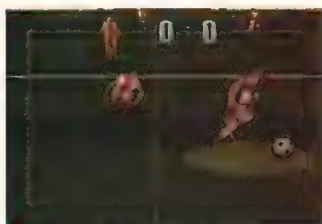
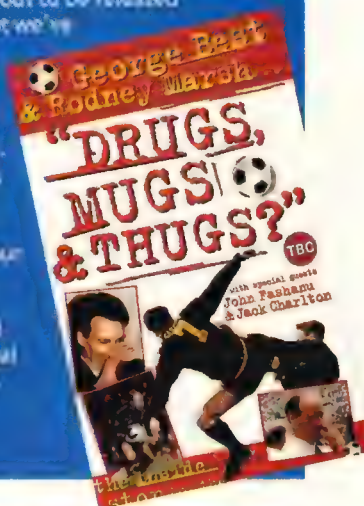
THE RENDERED INTRO  
WHICH PRECEDES THE GAME.



## WIN! 10 BESTY AND MARSH VIDEOS

The last football season was one of the most turbulent in the game's history, and who better to cast an eye over it than soccer's most famous bad boys, Rodney Marsh and George Best. As they cast their eyes over the antics of messrs Cantona, Graham and Armstrong, they're always on hand with a quick gulp and sassy copy. The video — entitled *Drugs, Mugs And Thugs* — is about to be released through BMG, but we've got 10 copies to give away.

Just answer this simple question: Which newly-promoted team does Bryan Robson manage? Now just mark your envelope BMG FOOTY VIDEO Competition, and send it to the usual editorial address.



## MAN UTD VS CHELSEA

Lee Sharpe crosses it in.  
The reliable Chelsea defender has it covered though...  
...but decided to head it into his own net instead. Great move!



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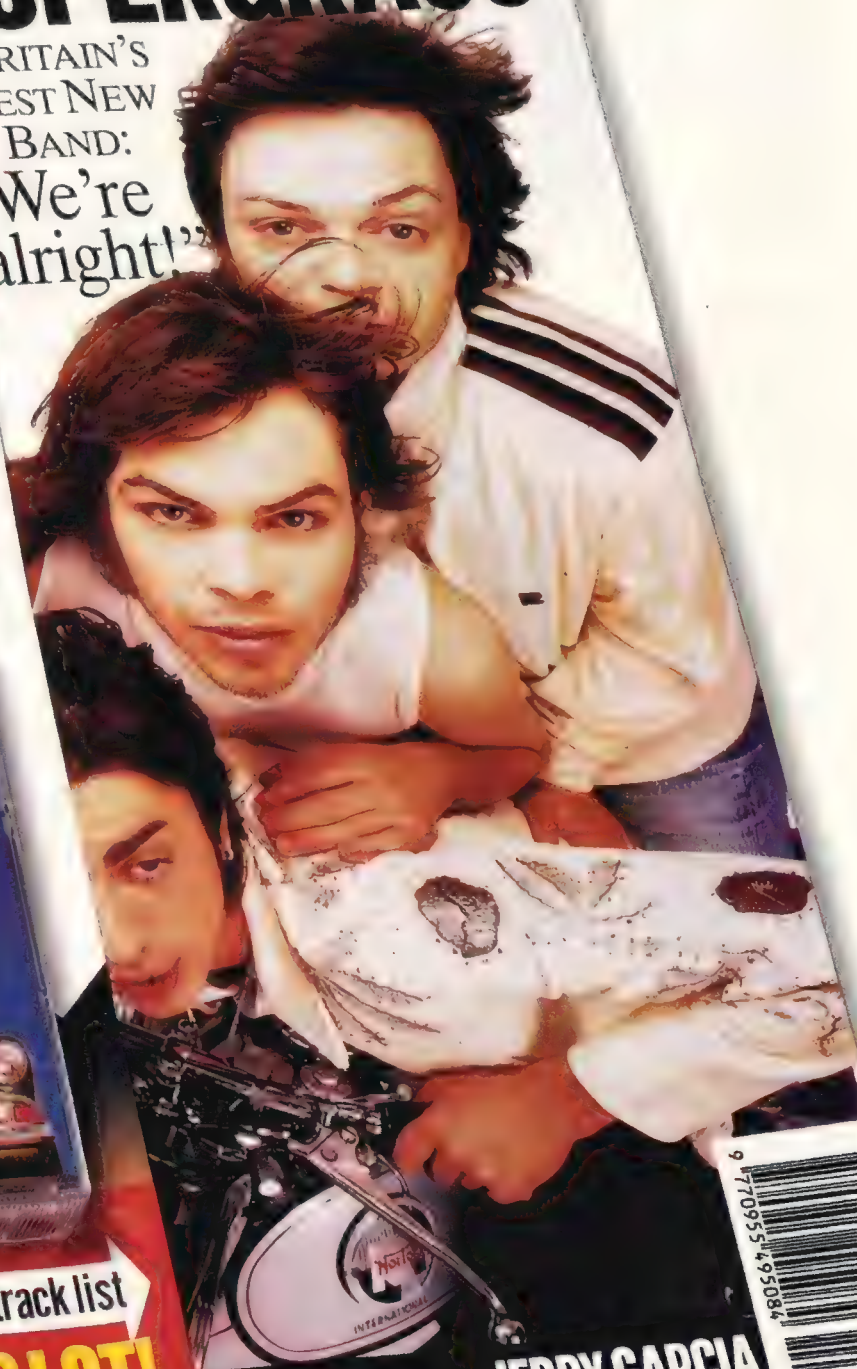
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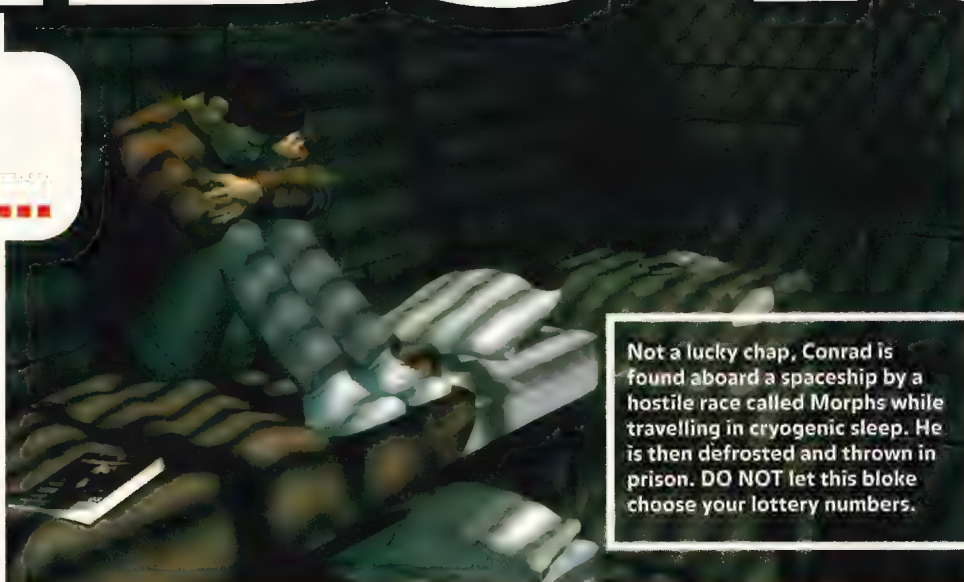
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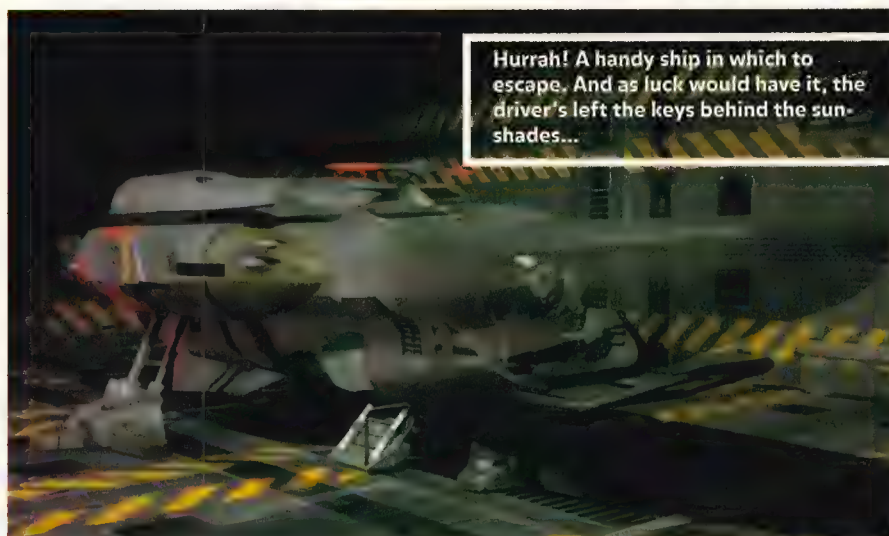
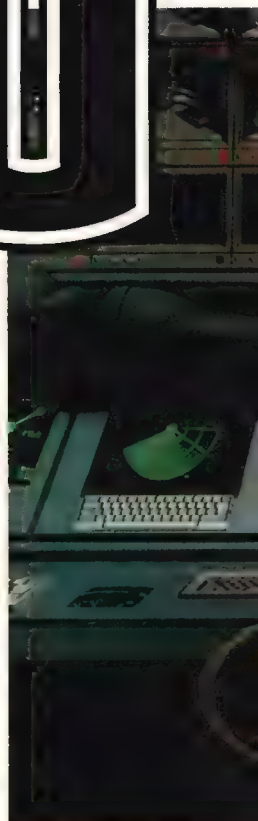
# RADE TO

## THE STORY SO FAR...

It all looks jolly interesting, but what exactly is going on? Well, it's a long story...



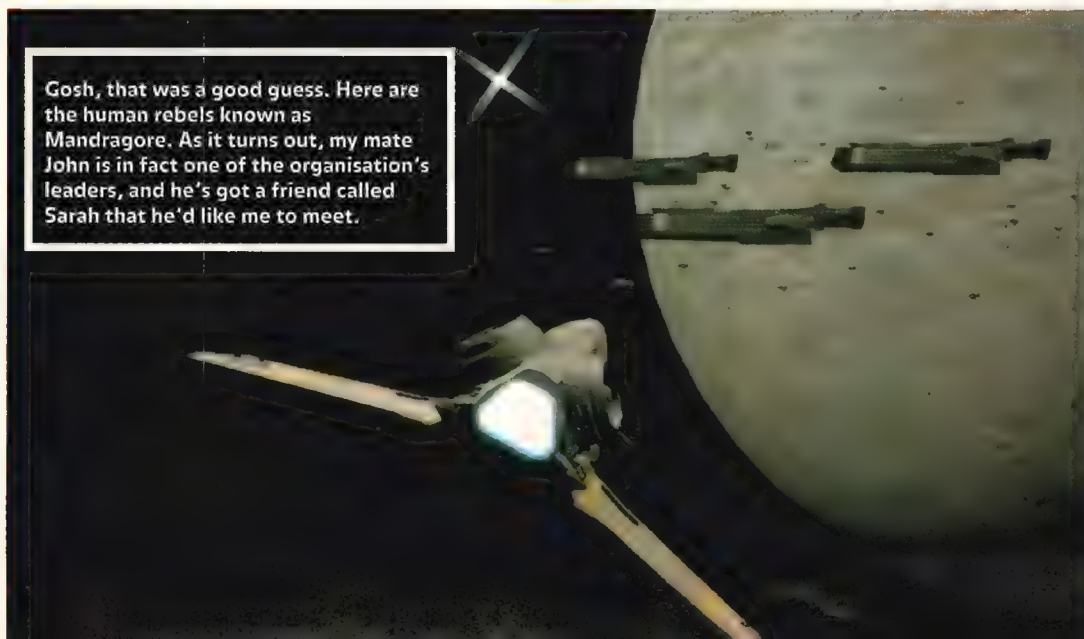
Not a lucky chap, Conrad is found aboard a spaceship by a hostile race called Morphs while travelling in cryogenic sleep. He is then defrosted and thrown in prison. DO NOT let this bloke choose your lottery numbers.



Hurrah! A handy ship in which to escape. And as luck would have it, the driver's left the keys behind the sunshades...



"Roger Roger." "What's your vector Victor." "Charlie Charlie Charlie Charlie". Is someone taking all this down?



Gosh, that was a good guess. Here are the human rebels known as Mandragore. As it turns out, my mate John is in fact one of the organisation's leaders, and he's got a friend called Sarah that he'd like me to meet.

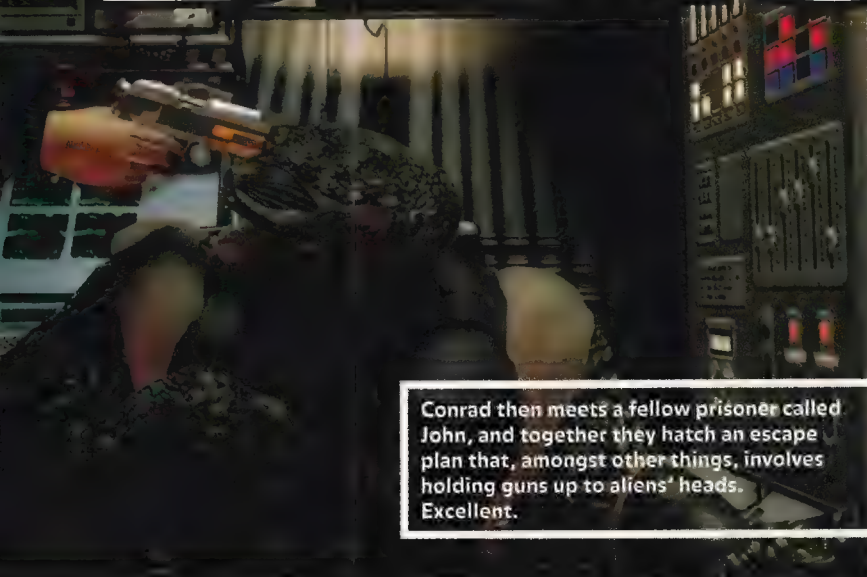




# BLACK

Unfortunately, what with aliens being aliens, this leads to lots of bad guys being killed. On the other hand, there's always some menacing monster in the foreground to keep us all plopping!

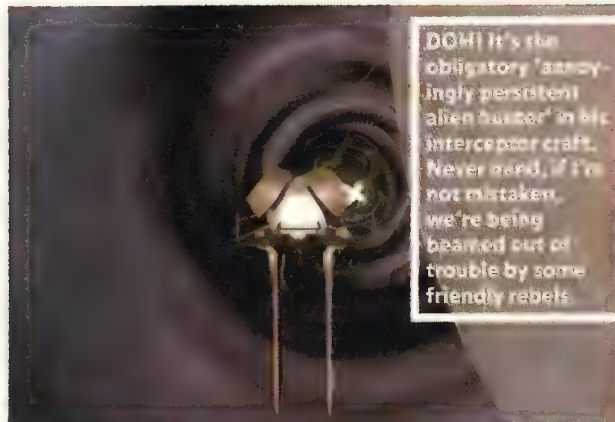
PREVIEW



Conrad then meets a fellow prisoner called John, and together they hatch an escape plan that, amongst other things, involves holding guns up to aliens' heads. Excellent.



Another visually stunning moment, as the escape craft zips off into hyperspace like a greased sausage in a, er... cathedral. Or something. Anyway wait! Is there's something on the scanner?



DOM! It's the obligatory 'assy-ingly persistent alien hunter' in his interceptor craft. Never mind, if I'm not mistaken, we're being bearded out of trouble by some friendly rebels.



Well, hello lady! Have you seen two saddlebags I lost earlier? No? Oh well, just a thought. I suppose we'll all live happily ever after then. John! What's wrong?



Oh my god he's changing! Well sod me if John doesn't turn out to be a super-morph who's infiltrated the rebel ranks.

And so the story continues...



# FADE TO BLACK

COMPANY	EA/DELPHINE
RELEASE	JANUARY
PRICE	TBA
PLAYERS	1
GENRE	SHOOT 'EM UP

**DON'T BE FOOLED INTO THINKING FADE TO BLACK IS ALL RUNNING AROUND AND SHOOTING, BECAUSE THERE'S A VERY HEAVY PUZZLE SOLVING ASPECT TO THE GAME. HERE YOU HAVE WALL LASERS OFFERING INSTANT DEATH UNLESS PRESSURE PADS ARE MANIPULATED IN THE CORRECT ORDER. HMM.**



## TAKE THAT!

Conrad has a number of different control 'modes' including – fairly obviously – combat. Once activated, you crouch down, draw your gun, and a small circular radar appears in the centre of the screen showing blips for enemy units.



orking – as we occasionally do – on the ground floor of the mighty EMAP Towers, we mix with some of the planet's finest talent this side of Dannii Minogue's bra. It's also damned handy as far as being distracted goes, with PC, Saturn, and now PlayStation mags all being within viewing distance of each other's screens. Of recent times though, if there's been one game that's had us all huddled away from what we should be doing, it's been Delphine Software's *Fade to Black*. And guess what? It's on the Good Time Express headed for PlayStationville.

Delphine Software made a name for themselves in 1993 with the brilliant *Flashback*; a platform adventure game that excelled in its graphics – making exceptional use of rotoscoping. This technique used animations based upon real video footage, but even this has been improved upon, with *Fade to Black* utilising motion capturing. Here, infra-red cameras are used to capture the movements from live characters fitted with reflector pads. The end result is, to say the least, staggering (but let's not forget, this is a company with 10 Silicon Graphics machines!) and coupled with Delphine's superb sound facilities (how does a 76 track midi studio grab ya?) we're in for one hell of a ride. Hold tight!

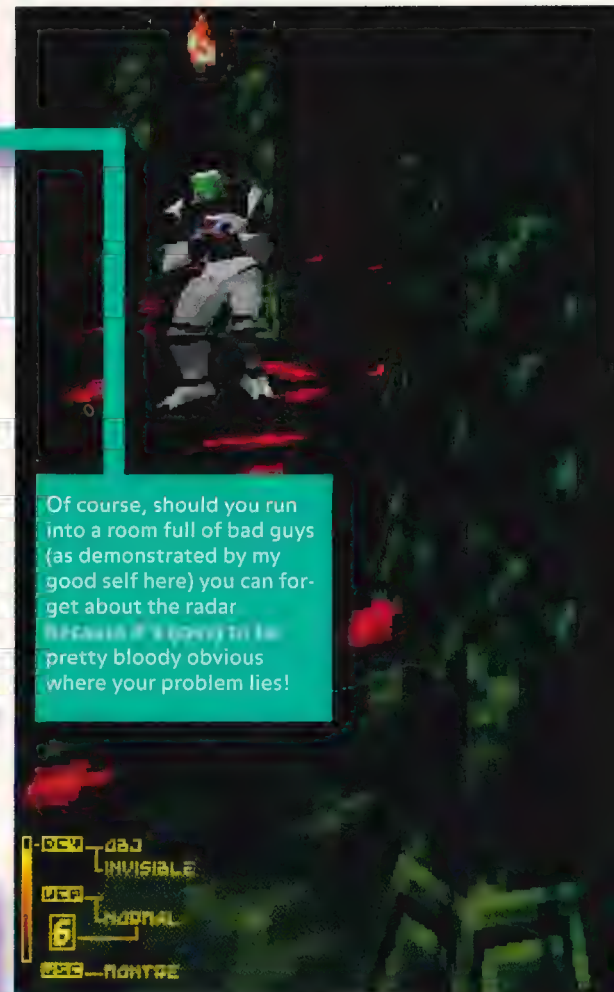


**YOU'RE NOT ALWAYS ON FOOT, AND LATER ON IN THE GAME YOU EVEN GET TO PILOT A SORT OF HOVER CAR THINGIE. EXCELLENT.**

## BLOODY LIZARDS!



I hate these bloody Morph things, I really do! Apart from being a bit too quick on the draw for my liking, they tend to spring up from nowhere, and are damned accurate to boot (or shoot – as the case so often is.)



Of course, should you run into a room full of bad guys (as demonstrated by my good self here) you can forget about the radar. It's a pretty bloody obvious where your problem lies!



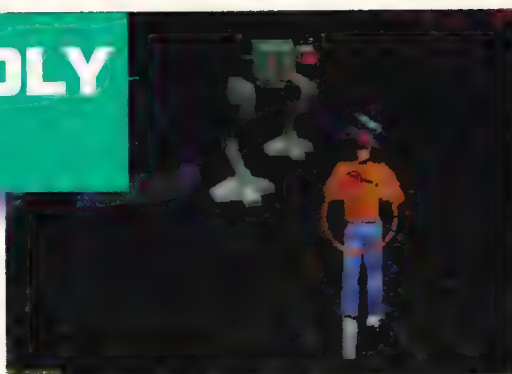
They're also a bit too smart to be cannon fodder; making good use of cover, and generally making it as hard as possible to get off a good shot. "Come out and fight you wooses!"



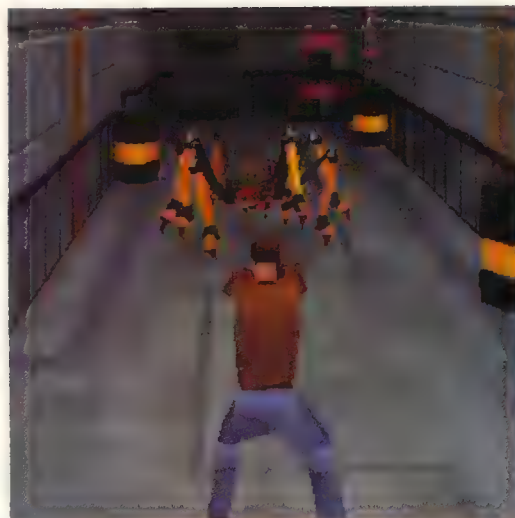
# UNFRIENDLY FACES

To say that Conrad seems a tad unpopular is saying the very least. It seems that animal, machinery, and alien have got together and agreed to beat the living crap out of him at every possible opportunity.

Fortunately, Conrad gives as good as he gets, and thanks to his faithful gun, is ever-ready to blow up anyone who gets in the way.



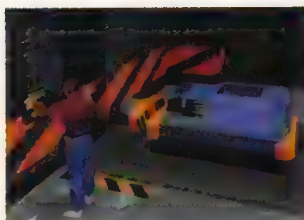
No trendy game would be complete without some sort of ED-209 clone, so I'd like to present you with *Fade to Black's* offering — and what a git! An huge mechanoid complete with a plethora of guns. Great fun.



It's an enormous metal spider — which is nasty enough — but it's also covered in guns. Hmm, perchance 'running away' might be a good solution to this particular puzzle.



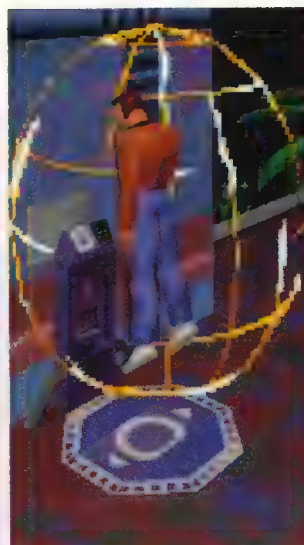
## TOYS 'R' US



Fortunately, you're not alone in this alien land, and there are a number of gadgets that can be used to help you along the way. There's the mini transports...



The teleporters...



And even a damned handy energy recharger.



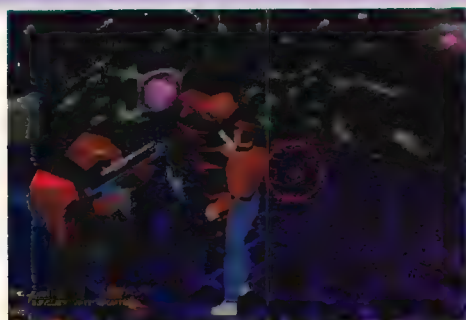
"Hello, I've just killed your mate. You don't appear to have a weapon to hand, so if you'd just like to stand quietly in front of me, I'll be relieving you of your pitiful life in but a moment." Trust human guards to be the easiest targets.



Normally I'd flinch at taking on both a human guard and an nasty alien in black armour, but considering neither appear to have seen me, plus the fact that I currently have my gun pointed directly at Ol' Smokey's head, things could be worse.



And, in fact, here's a perfect example of what happens when things do get worse, with a bit of a 'running right into an ambush' affair. The chances of me coming through this without a few perforations are as slim as Kate Moss. On a diet.

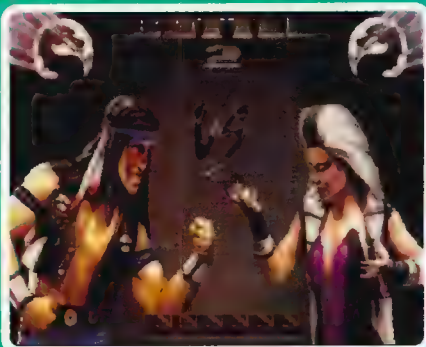


Er... actually, now I come to think of it, I quite liked it when you were sitting behind those boxes. Only one thing to do in situations like this. RUN!



PREVIEW





COMPANY	SONY
RELEASE	OCTOBER
PRICE	TBA
PLAYERS	1-2
GENRE	BEAT 'EM UP



ost people can well remember the advertising campaign for *Mortal Kombat*.

The scrawny kid wondering through a desolate big city wasteland, soon joined by other scrawny kids who all at once raise their spindly arms to the air and squeak 'Mortal Kombat!' Chilling I'm sure you'll agree.

Following in the footsteps of *Street Fighter*, there's now *Mortal Kombat: The Movie*, although whether it's heading for the same fate at the box office remains to be seen. Still, one thing you can always have faith in is the game itself, now in its third instalment and dragging its dismembered bits to the PlayStation.

*MK3* sees the greatest warriors in the human race, and a few beyond it, battling it out in one-on-one combat, making use of all the peculiar talents at their disposal. Shao Kahn is again the arch enemy, this time sucking the very souls out of Earthlings and reducing them to easily exploitable slaves. Those in *MK3* however have remained immune and must now do battle to

# MORTAL KOMBAT



**STRYKER** THROWS ONE OF HIS GRENADES.



**SINDEL** LETS JAX HAVE A TASTE OF AN AIR FIREBALL.

decide the fate of the Earth.

Little has changed in this third instalment of *Mortal Kombat*. In fact it might be more appropriate to call it *MK2.5* rather than

*MK3*. Nevertheless, it's looking very slick indeed and what with its added finishing moves seems set to be a bloody winner!

**ONE OF KABAL'S FATALITIES** SCARES OPPONENTS LITERALLY OUT OF THEIR WITS







## WHAT'S NEW?

What *Mortal Kombat* veterans will notice immediately is that there are some new characters. Sindel, Sheeva, Kano Stryker, Cyrax, Sektor and Kabal were all absent in *MK 2*. Another fresh feature is the new selection of combos and finishing moves which includes animalities, a move enabling a player to change into an animal and devour their opponent. The graphics and animation maintain the usual high standard fans have come to expect.



**CYRAX** IS EXPERIENCING PROBLEMS WITH THE BARBEQUE.



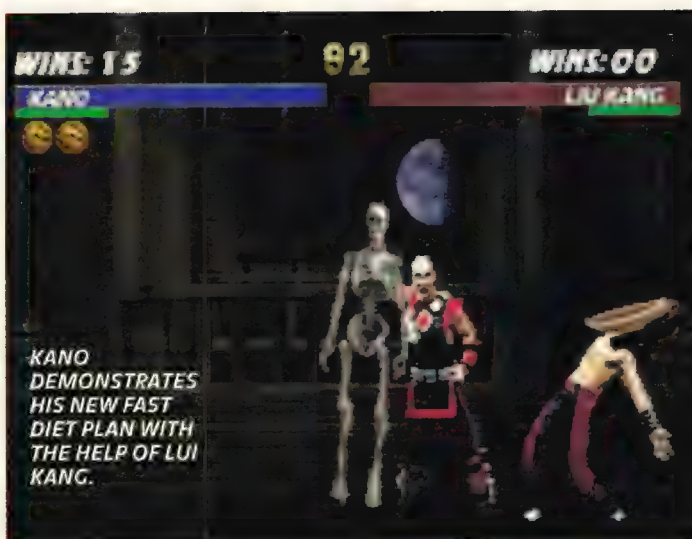
**SHEEVA** MAKES USE OF ALL FOUR ARMS FOR THIS SPECIAL ATTACK.



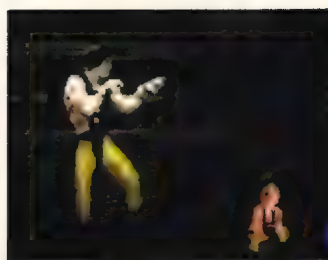
**SEKTOR** INVITES NIGHTWOLF TO SAMPLE HIS HOMING MISSILE.







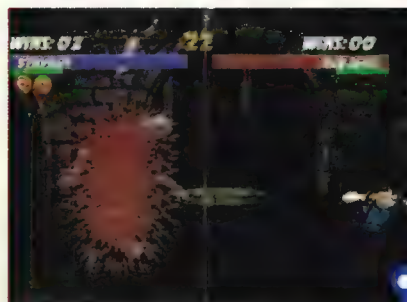
KANO DEMONSTRATES HIS NEW FAST DIET PLAN WITH THE HELP OF LIU KANG.



THE ULTIMATE HUMILIATION FOR A FIGHTER - BABALITY!



SEKTOR LOSES HIS HEAD.



STRYKER COVERS HIS EARS AS HIS BOMB TAKES EFFECT..



KUNG LAO FINISHES OFF KABAL WITH THIS MESSY FATALITY.



THE BLOOD JUST KEEPS ON COMING WITH YET ANOTHER GRUSOME FATALITY.



NIGHTWOLF USES A FINISHING MOVE. BEAM ME UP, BONEY!

## IT HURTS WHEN I LAUGH

*Mortal Kombat* was one of the first games to carry the ominous warning about gratuitous violence, something that naturally went a long way to increasing its popularity. The extent to which this ketchup soaked mayhem was meant to be taken seriously was clearly established with the arrival of babalities and friendship moves, the tongue firmly in the cheek. In *MK3* the comedy continues with some of the most OTT deaths imaginable, be it getting run down by a train or crushed by a *Mortal Kombat* arcade machine!





# BLOWN AWAY

**JEFF BRIDGES**

**TOMMY  
LEE JONES**

Light the fuse and stand well back as the dynamic combination of Oscar® winner Tommy Lee Jones ("The Fugitive") and three-time Academy Award® nominee Jeff Bridges star in Blown Away.

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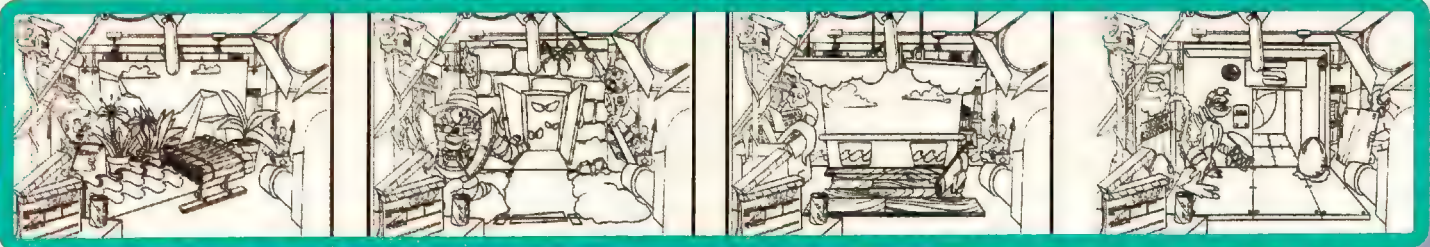
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COMPANY	VIRGIN
RELEASE	JANUARY
PRICE	£39.95
PLAYERS	1
GENRE	PLATFORM

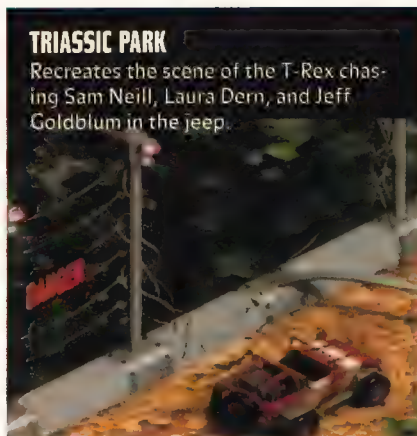


Competition in video games is an awful thing, and as a result

the 16bit market was a terrible place to be last year. Tremendous licences like *Judge Dredd* were frittered away on unimaginative platform games, virtually identical to product seen over four years earlier. Similarly, when a new Disney licence was destined for the Super NES or Megadrive, you could bet a pound to a penny that it would feature the central hero jumping across an all-too familiar landscape. And one game started it all: *Cool Spot*.

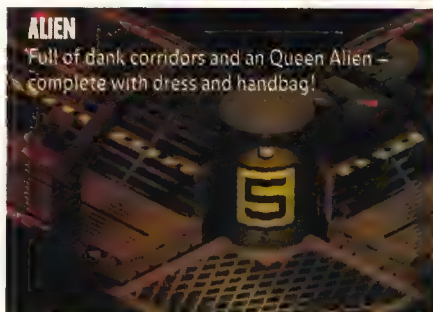
Virtually unknown on these shores, *Cool Spot* endorses American bottles of 7-Up whereas we're stuck with the badly drawn Fido Di(I)do. Virgin's game, designed by now-Shiny boss, Dave Perry, laid the foundations for countless shite imitators, adding humour, plentiful animation and a modicum of variety to what was becoming a very tired format.

*Spot*'s superb playability soon established it as one of the most imaginative platformers on the market, and a sequel was soon in the offing. Three years in the offing, to be precise.



#### TRIASSIC PARK

Recreates the scene of the T-Rex chasing Sam Neill, Laura Dern, and Jeff Goldblum in the jeep.

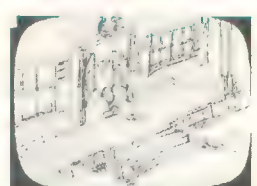
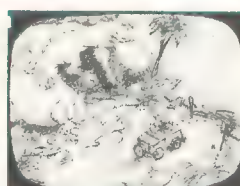


#### ALIEN

Full of dank corridors and an Queen Alien - complete with dress and handbag!

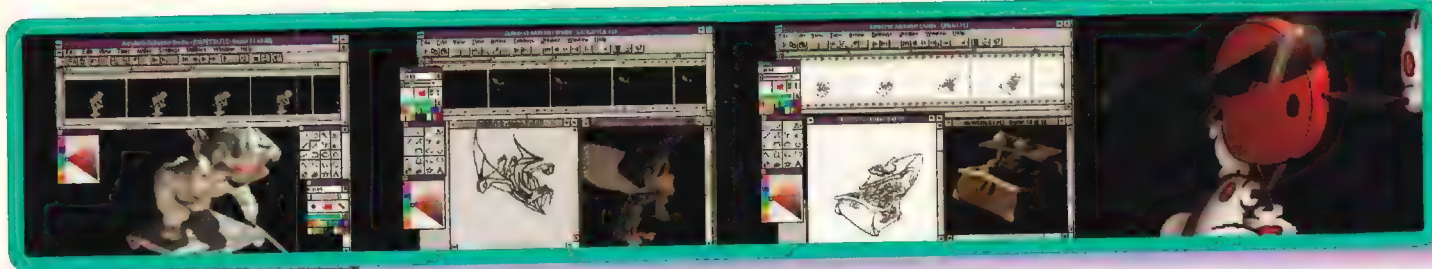
## MAKIN' MOVIES

*Spot*'s PlayStation debut takes the form of an isometric mix of platform and arcade/adventure genres. If you're unfamiliar with the original game, *Spot I* was a conventional platform game with the player guiding the circular hero up and down ladders and ropes in search of red dots, while shooting anything that got in his path. *Spot II* is more of the same, but is set within a selection of film-themed stages, and viewed from the said 3D angle. At the time of writing the new *Spot* is roughly 70% complete, but the scenes 'in the can', are scattered around these two pages.



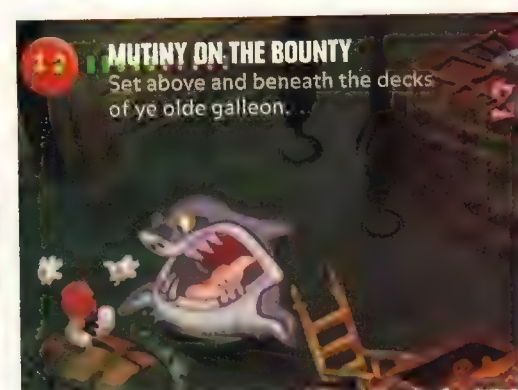


# GOES TO WOOD



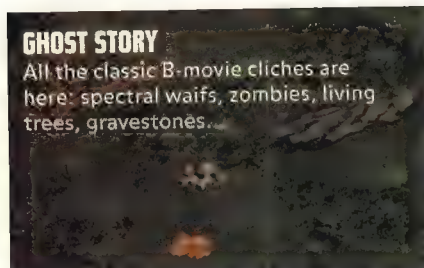
## DEN HUB

A chariot race with Spot battling it out for arena supremacy.



## MUTINY ON THE BOUNTY

Set above and beneath the decks of ye olde galleon.



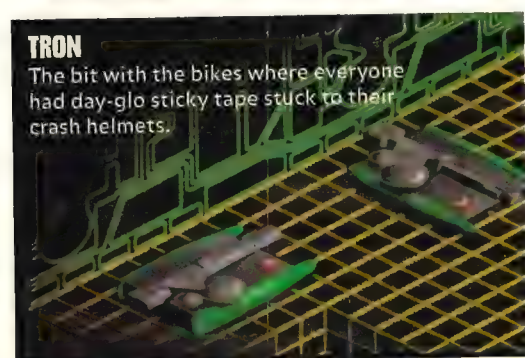
## GHOST STORY

All the classic B-movie clichés are here: spectral waifs, zombies, living trees, gravestones.



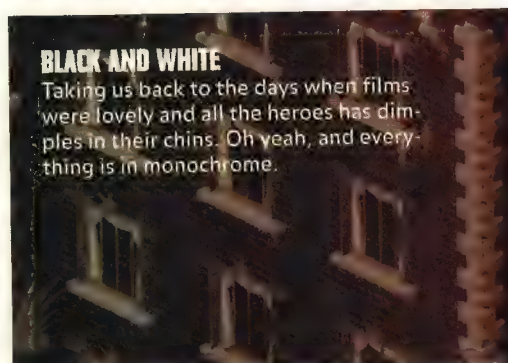
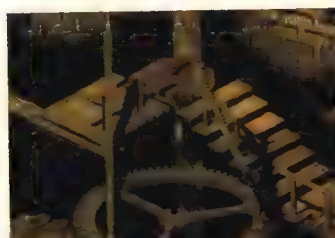
## INDIANA JONES

More precisely, the mine cart section from Temple of Doom.



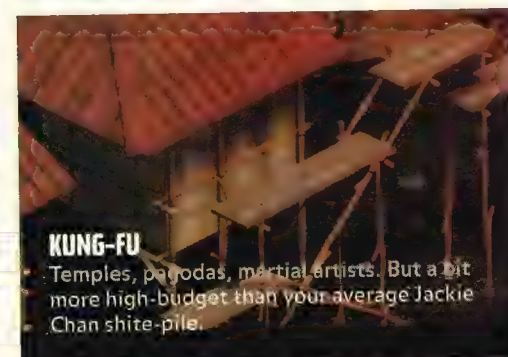
## TRON

The bit with the bikes where everyone had day-glo sticky tape stuck to their crash helmets.



## BLACK AND WHITE

Taking us back to the days when films were lovely and all the heroes has dimples in their chins. Oh yeah, and everything is in monochrome.



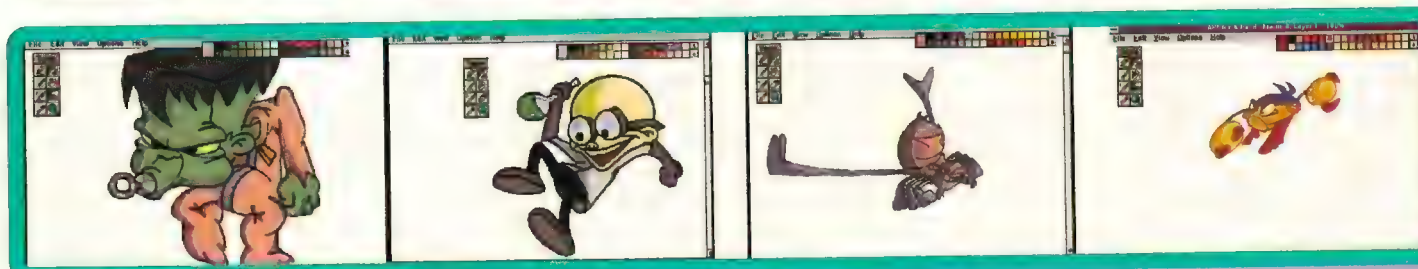
## KUNG-FU

Temples, pagodas, martial artists. But a bit more high-budget than your average Jackie Chan shite-pile.

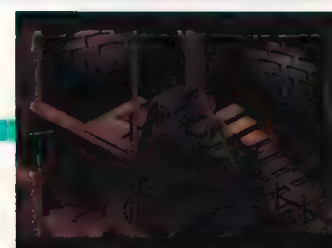
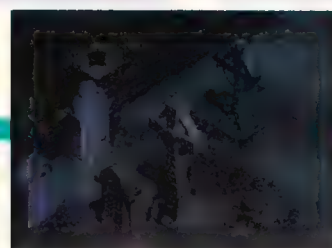
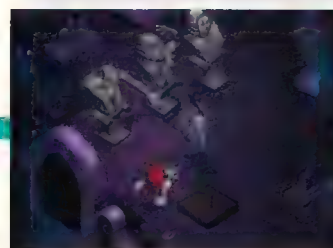
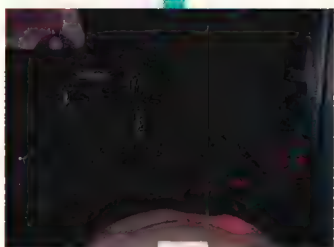
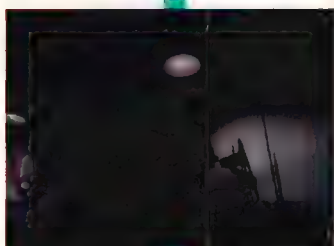
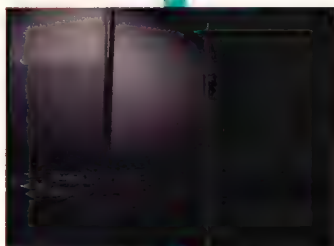
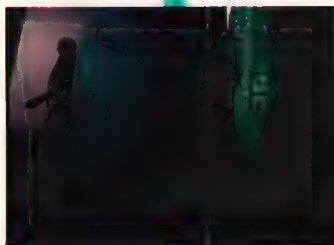
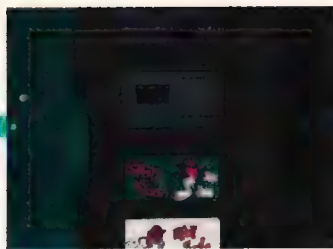


## WESTERN

Rootin' tootin' cowboy antics with gun-slingers, cacti and saloons. Cheap beer and women. See you there, then...







# SPOT GOES TO HOLLYWOOD

## RENDERED SENSELESS

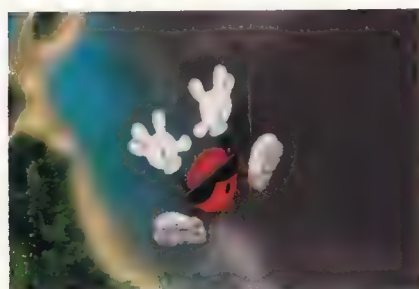
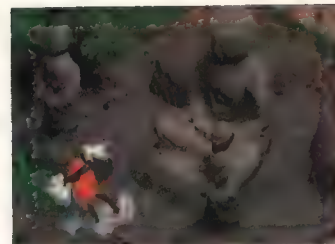
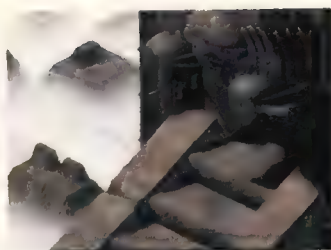
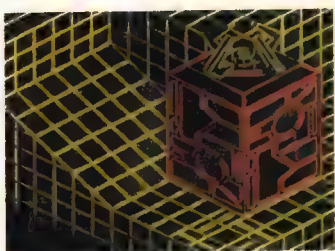
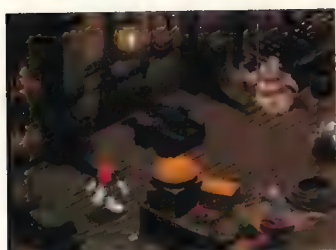
Let's face it, as the owner of a 32bit console capable of the likes of *Tekken* and *Ridge Racer*, you'd be a bit tossed off if *Spot II* was a straight conversion of Virgin's 16bit original. Thankfully, Virgin's Irvine-based coders have taken the opportunity to bring Spot bang up to date, incorporating a world made up of fully-rendered sprites and backdrops. Rendering even the smallest sprite is a lengthy business, though.

1. Every object within the game is sketched on paper, allowing the programmers to allocate a section of memory during the level.

2. The sketch is then scanned, and built up into a wire frame skeleton using an SGI system running 3D Studio. This is the most intricate part of the process, with even the simplest objects requiring hundreds of linked lines, with moving characters requiring a different skeleton for each frame of animation.

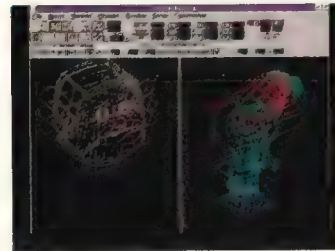
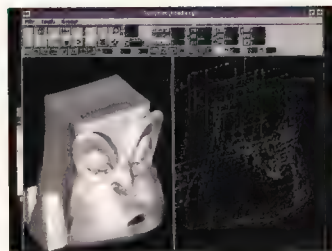
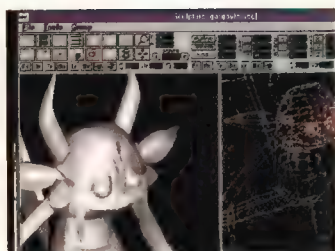
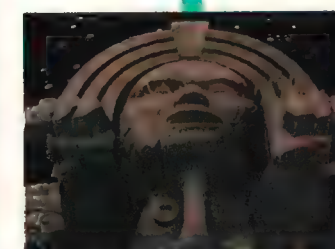
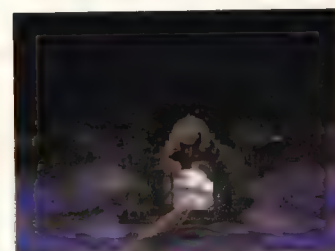
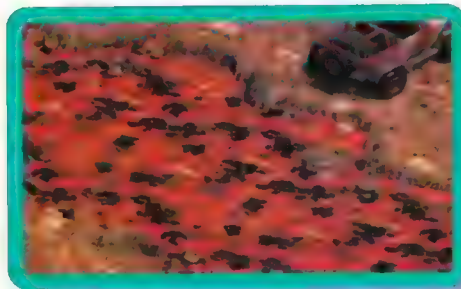
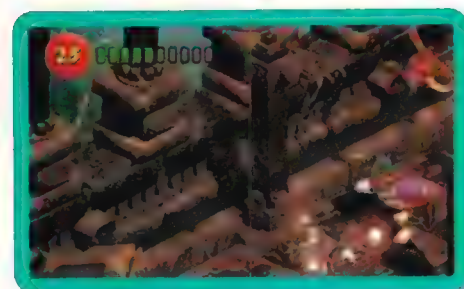
3. The completed skeleton is then given a light source, the position of which is determined by the positioning of an icon. The rendering package is then called into play, and a palette used to designate colours to the separate parts of the object. The rendering process takes several hours to complete, with the completed objects then stored as PC files ready for inclusion within the map data.





## BACK TO BASICS

At its very simplest, *Spot Goes To Hollywood* is a mixture of a shoot 'em up and a game of collection. Each world is viewed from an isometric perspective which scrolls in eight directions, bringing with it fresh themed dangers. Spot's mission is to retrieve the red spot points which are dotted throughout each stage, and collection of these awards him with an extra life for every 100 gathered. Each world is made up of several smaller sub-stages, and on completing the main levels Spot is dropped into a bonus scenario (the Kung-Fu stage, for example), before a cinematic intro sequence heralds the arrival of the second stage.







COMPANY	GREMLIN
RELEASE	OCTOBER
PRICE	TBA
PLAYERS	MULTI
GENRE	SPORT



# ACTUA GOLF



olf games haven't exactly progressed very far over the past few years. Once someone had found the most user-friendly control system (i.e. a power bar moving around a circle) every game since have been

nothing more than reaction tests. Even the task of selecting the correct club has been phased out, leaving the player charged with the 'awesome' task of clicking the mouse button three times per shot. As a consequence, the various golf games released in the last few years have relied more on novel graphics and even cartoon appearances to make them different; and in some cases it's worked well. The products still prove extremely popular, and past sales have obviously been encouraging enough to keep the software companies interested in the genre. Not least of which is Gremlin Interactive.

*Actua Golf*, due out in October of this year, is the second in the Gremlin 'Actua' series (read all about *Actua Soccer* in our football feature). Being the first golf game to appear on the PlayStation, it comes as no surprise to find that the main selling point for the product is the presentation. Motion capture technology has been used to capture the movements of real golfers, along with some spectacular 3D scenery — and you can watch it from any angle you like. Select from Strokeplay, Matchplay, Skins, and Foursomes, or go mad and take your customised player through an entire career. You can examine every part of the course using any of the various camera views, allowing you to practically walk around the entire course without touching a ball. Look out for a full review next month.

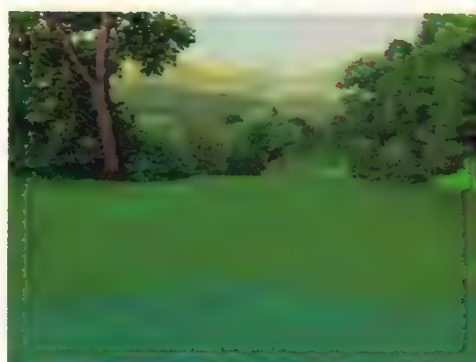


## DON'T WALK AWAY!

If multiple views are what you're after, multiple views is what you'll get!



Hello, I'm about to hit this ball with my stick...



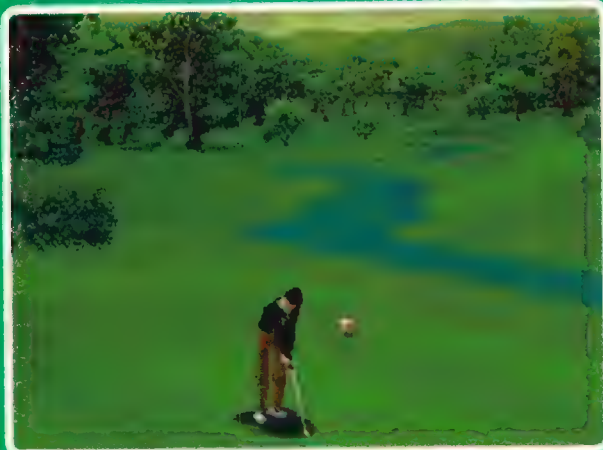
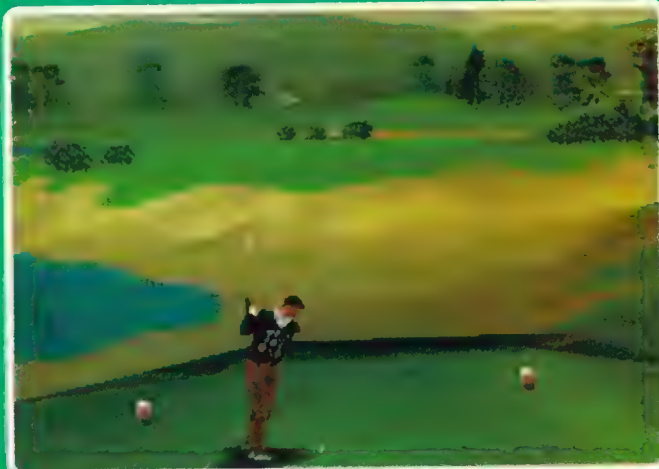
No, don't leave. It'll be really interesting:





## CHIPS AHOY!

Gremlin have motion-captured just about every likely style of play, so even if you get yourself stuck behind a bunker, you can expect top-notch animation when you come to chip yourself out.

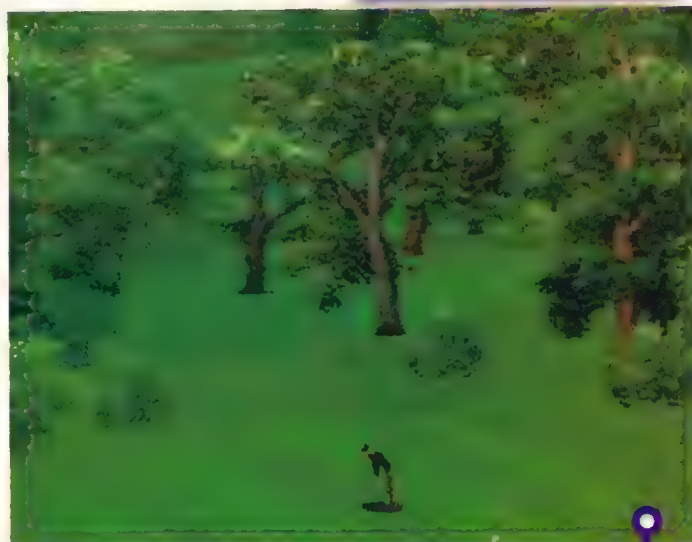


## BABBLING BROOKS

These early shots give some indication of how beautiful the scenery will be throughout *Actua Golf*. Unlike the trousers.

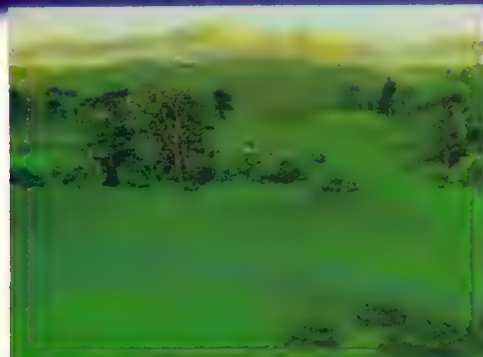
## WINDOWS '95

Another of *Actua Golf*'s specialities is the multiple windows option. This allows you to have three of your favourite views on-screen at once.



**No 9. THE LARCH.** YES, EVEN THE TREES LOOK SEXIER THAN KYLIE IN *ACTUA GOLF*, AND EVERYTHING PANS AND SHIFTS IN A LIFE-LIKE STYLE.

1 DRIVER  
STRAIGHT



Honest! Please stay. I'm lost without your love!



Mummy! I'm all on my own!

## THE FAR SIDE

The multitude of views on offer are damn handy when it comes to judging tricky shots. And look, even the traditional power bar is attractive.



COMPANY	BULLFROG
RELEASE	TBA
PRICE	TBA
PLAYERS	1-2
GENRE	RACING/ SHOOT 'EM UP



ut here in the future things are different. Highway Code? Nope. Zebra crossings? Haven't

got the time grandma! Traffic lights? They mean Go! Go! and Go! Got it. Why? Because this is the century of speed and if you haven't got a vehicle up to it then you'd better hobble out of the way as fast as your woolly stockings will carry you... Such is the sentiment behind *Hi-Octane*, Bullfrog's adrenalin pumped, metal crushing racing game, set for release on the PlayStation this Winter. Unlike the realistically rendered *Ridge Racer*, *Hi-Octane* is a no-holds-barred futuristic affair incorporating shoot 'em up action into race courses that change spontaneously; a wall materialising here, a short cut there.

There are six cars to select from, although to call them cars isn't strictly accurate. Coming without wheels, they're more like landspeeders, skimming around at speeds of about 200 mph. The violent nature of these roadsters means that often the aim isn't even to finish first but to be the last survivor left on the track!

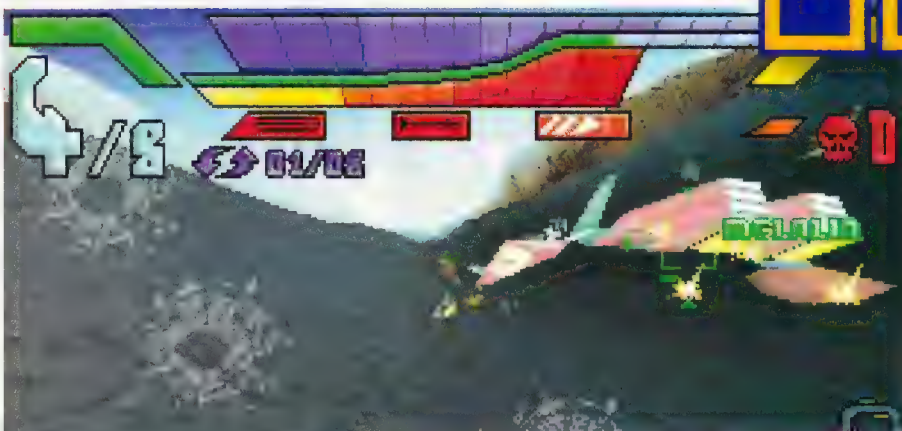
Already a hit on the PC, *Hi-Octane* looks set to be yet another jaw-dropping title on the PlayStation.



**WHILE YOU'RE IN THERE, GET US A DOUBLE DECKER AND SOME CHARCOAL BRIQUETTES, WILL YOU?**



**THE HOLES IN YOUR WINDSCREEN INDICATE THE DAMAGE TO YOUR VEHICLE.**



**ROAD DEATH: BE PREPARED TO TAKE SOME SERIOUS DAMAGE BECAUSE OTHER RACERS ARE PARTICULARLY RUTHLESS**



**REVENGE!: DOING IT TO THEM BEFORE THEY DO IT TO YOU IS ALWAYS A GOOD POLICY IN HI-OCTANE. DESTROY AND BE MERRY!**

## ONE CARELESS OWNER

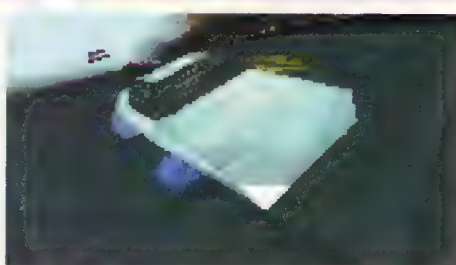
There are six vehicles to choose from in all, each with its own cyber-punk design style. Here's the Frank Butcher 'rabbit' on their pros and cons:

### OUTRIDER



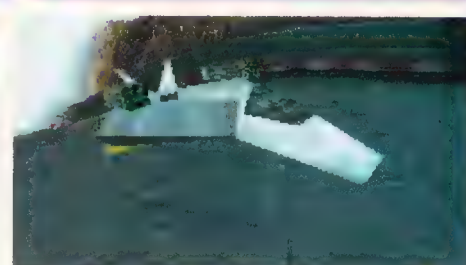
Very fast piece of work this, so it's good if you want to actually win a race. Likewise it's armed pretty heavily. Drawbacks? Not much protection so don't get hit, not even once!

### KD-1 SPEEDER



A reliable motor that provides the best all-round drive. The Speeder has good armour, an impressive top speed and fairly good ammunition.

### BESERKER



Heavy and cumbersome, you might be forgiven for thinking that this sluggish vehicle was pretty worthless. Not so though, as it has enough weapons to keep a Central-American dictator happy.

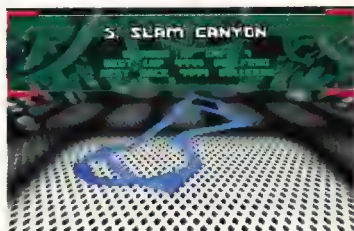


# OCTANE



## TRACKS OF MY FEARS

There are six tracks to complete on, with hazards and complexity increasing as you progress. Fortunately there are plenty of helpful pick-ups to be collected along the courses. Turbos give the driver a burst of extra speed, while fresh weapons like the nuke missile make themselves available for amusement. There's plenty of ammunition littered across the tarmac, along with much needed fuel supplies. In fact, don't be surprised if, every now and then, a monster truck comes steaming round the corner to initiate an on the move refuel. There are also pits to stop in should your vehicle take too much damage. And believe me, it will!



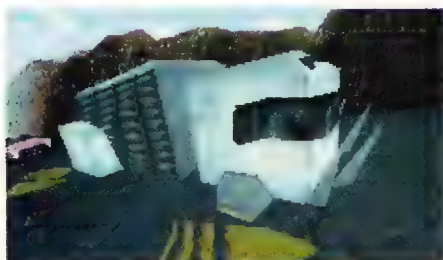
## LIFE IN THE LAST LANE

*Hi-Octane* is set in that somewhat over-used apocalyptic future where the planet is on its last smog-soaked legs and utterly lawless. What this means as far as the gameplay is concerned though, is lots of furiously fast and chaotic action. Race opponents are totally unforgiving, firing at any vehicle in their way and, as such, it's important you do the same. Don't worry about sticking strictly to the course

either because it is unpredictable, often changing without warning. On top of this, look for short cuts in the shape of secret routes to cut down your lap time and get ahead. No room for flat-capped Sunday drivers here I tell you!

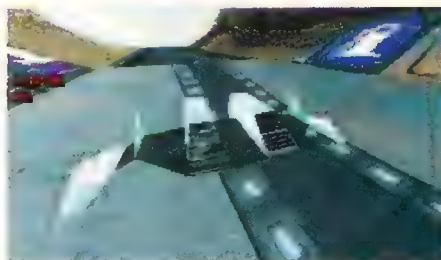


## SUGGA



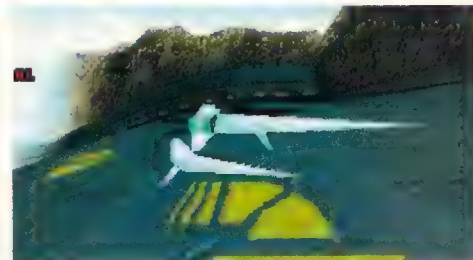
Believe it or not, this is a truck and as a result slow. Still, drivers can expect superb armour, plenty of weapons, and a few fry-ups from the nearest cafe.

## FLEXIWING



This vehicle is the speedmonster among those on show. Unfortunately, its amazing speed means that it inevitably sacrifices the weight of good armour and weaponry.

## VAMPYR



Looking more like a sophisticated missile than a car, the Vampyr has much in common with the Speeder, proving itself balanced in all departments. That said, it's probably the weakest vehicle.



COMPANY	BULLFROG
RELEASE	OCTOBER
PRICE	TBA
PLAYERS	1
GENRE	STRATEGY



I have fond memories of the mobile fun fair that used to arrive at my dreary suburban town every summer. I'd be down there every evening trying to impress girls on the bumper cars or else doing my best to frighten them on the Waltzers by spinning the cab furiously. It was usually me that ended up sick though.

These days it's a more up-market affair. Fun fairs are being replaced by ultra hi-tec theme parks and shady greasers everywhere are finding themselves out of a job. The rides are a hell of a lot better though, providing you're prepared to sit in a queue for the best part of the day.

Why these idle mumblings? Well, Bullfrog's acclaimed classic, *Theme Park*, is coming to the PlayStation and looking better than ever. Already available on ten formats, the game sees the player take control of a theme park

with the sole aim of getting rich off other peoples' happiness.

# THEME PARK

## THAT'S ENTERTAINMENT!

Everybody loves a roller coaster. Maybe that's the reason why you inevitably spend two hours queuing to get on one. Hmm, perhaps you should hire some entertainers to keep the punters happy and stop them from getting frustrated. You may want to take other people into employment as well like maintenance men and litter attendants.



**GHOST HOUSE:** TO PUT THE FEAR IN YOUR CUSTOMERS INVEST IN THIS FRIGHTENING BUILDING.



### OBSERVATORY

ROLL UP TO SEE THE STARS... NOT THE ONES IN FILMS THOUGH - THE WHITE DOTS IN THE SKY.



## A STROLL THROUGH THE PARK

Once a player has completed building their theme park they have an opportunity to wander through it in fully rendered 3D.

This unique touch is thanks to the PlayStation's superior technology. Let's take a stroll...



Turning away from the macabre, why not stop off at some gift shops and then trundle over to the huge Bouncy Castle. One of the locations ideal for shops is just before the exit so people don't have to carry their purchases around for too long.



Using the sky rail you're free to peruse your kingdom, inspecting the rides and deciding on possible sites for new attractions. Of course, as the park gets bigger it's a good idea to lay out more sky rail to go with it.



Exhilarating rides aren't the only way to have fun at a theme park. There's the pub for example. As the owner, it's up to you to water down the beer and sell it at an extortionate price!



There are a wide choice of rides and shops to invest in, depending on how much money you have available in the bank. Here we're approaching the House of Horrors which comes complete with appropriately gnarly trees.

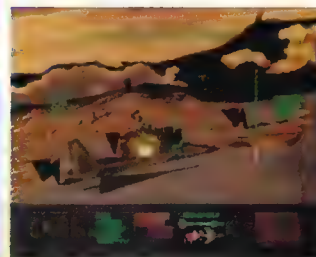
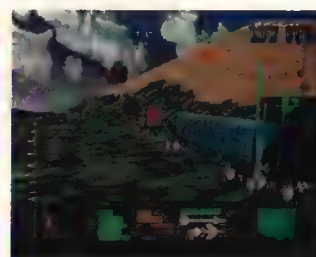
## TODAY MARGATE - TOMORROW THE WORLD!

Players begin in Britain because it's cheap and people here are easily pleased. But if any theme park owner is worth his weight in soda pop, it won't be long before that park is up for sale and a new park is being put together in a more exotic location. The great art of ripping people off (but keeping the smile on their faces) is not an easy one to master. However, as a theme park owner, a player has the curious ability to read his customers' minds and thus determine what the people want. Exploit and be merry.





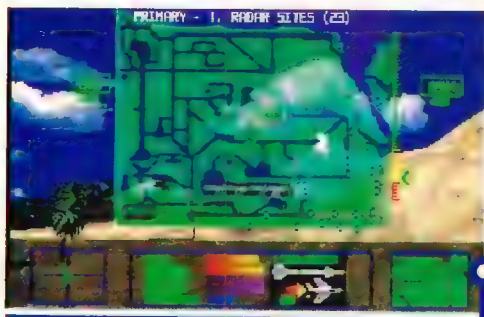
# AGILE WARRIOR



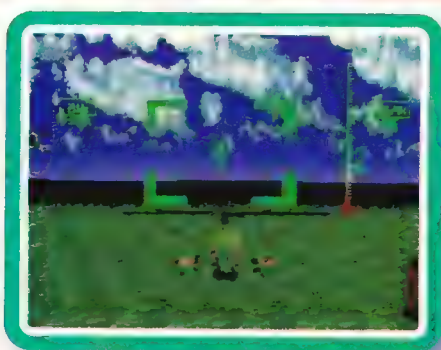
hint for political leaders: if you find yourselves flagging in the opinion polls, one of the most effective means of recovery is to recruit into your cabinet a 'junta hunter'. This curious individual makes it his business to find an obscure dictatorship, arrange arms sales to it, and then organise an invasion of same, due to its dangerously large number of weapons. Cunning I'm sure you'll agree and highly effective too, quickly averting interest in any domestic problems and putting Joe Public comfortably back in your pocket!

Of course, for the pilot of the F-111X fighter plane in *Agile Warrior*, all this pen-pushing intrigue means damn all. His job is simply to do what he's told and blow things up which, all things considered, is a lot more fun than politics anyway, providing you don't get killed that is. *Agile Warrior* borrows much of its style from the traditional flight sim but cuts out all the boring stuff so the gameplay remains fast and furious. There are plenty of interesting places to visit and destroy, loads of weapons to do it with, and if all goes well, tea and medals on the victorious return home. Your country needs you so strap yourself in!

COMPANY	VIRGIN
RELEASE	NOVEMBER
PRICE	£39.99
PLAYERS	1-2
GENRE	SHOOT 'EM UP



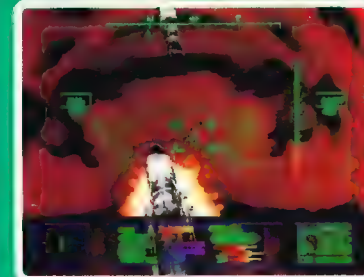
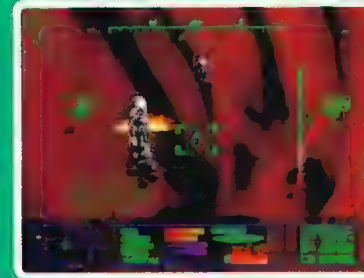
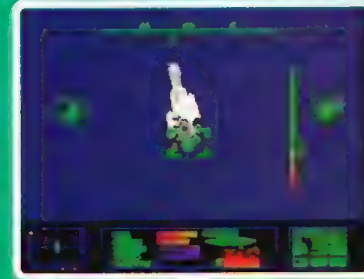
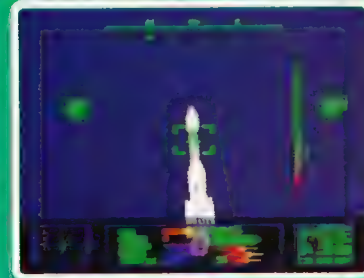
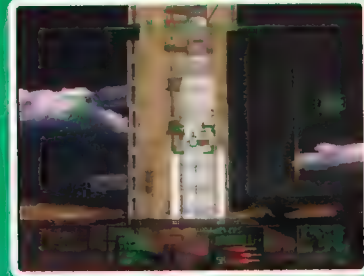
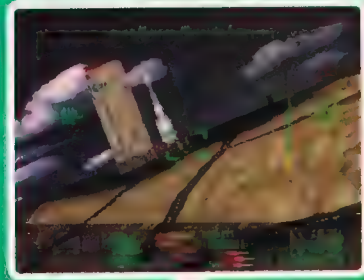
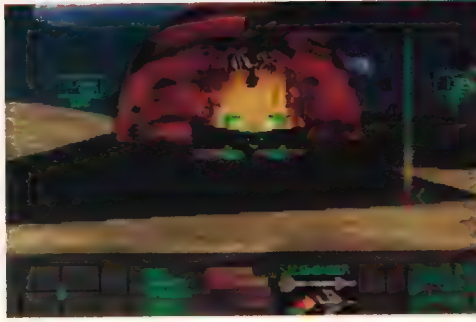
SHOULD YOU LOSE YOUR WAY SIMPLY CALL UP THE MAP TO CHECK FOR THE NEXT TARGET TO ANNIHILATE.





## AN ENORMOUS BOOM!

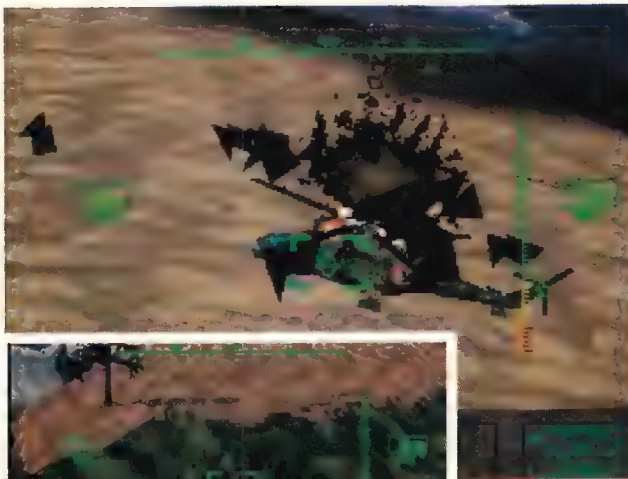
One of the factors that makes *Agile Warrior* very different from a flight sim is the amount of action. There's little in the way of locating targets because you'll find they're just about everywhere. Mow down foot soldiers and they'll repay the favour with a nice bloody death or, if that doesn't satisfy, how about shooting down an Ariadne space rocket just as it's taking off. If it's hit enough times it creates a gob-smacking explosion.



THESE HIGHLIGHTED AREAS ARE THE ONES WHERE YOU CAN GET TUCKED INTO SOME SERIOUS WAR.

## TRANSMISSIONS

There are seven missions to complete spanning the entire globe. While seven might not sound like a great deal, each mission is pretty vast in itself. Once at the chosen destination, be it Burma, Alaska or the like, the player can bring up a map that gives him all his mission targets. The screen also sports a radar showing who's where and the co-pilot will call out useful things like "In-coming!" when an enemy plane approaches, or "Tally-ho!" to boost morale.



MISSIONS ARE DETAILED BY COLONEL FATHEAD WHO POINTS OUT THE TARGETS. IGNORE HIM AND BOMB EVERYTHING!

## STRUT THE BOMBWALK

The F-111X fighter plane comes complete with a fashionable and exotic range of weapons. These include the spectacular napalm bomb (ahhh...smells of victory!), sidewinders which lock on targets, mavericks which the player guides from a missile-eye-view and the ever-popular cluster bombs.





# TOTAL ECLIPSE TURBO

**COMPANY** BMG  
**RELEASE** NOVEMBER  
**PRICE** TBA  
**PLAYERS** 1  
**GENRE** SHOOT 'EM UP



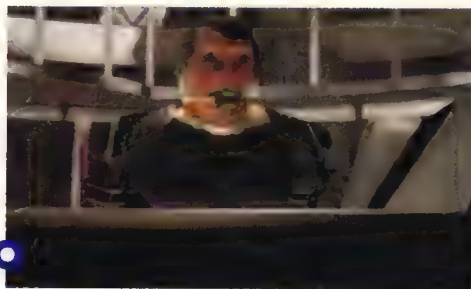
For Bonnie Tyler and Pat Wicks look-alike, Nikki French, it was *A Total Eclipse of the Heart*. But for those in Earth's Stella Guard, the connotations are a little more sinister. Here in the future the classic Eighties ballad is all but forgotten in the face of the Drak-Sai aliens whose idea of a total eclipse means destroying the Earth's sun! The words of another Bonnie Tyler classic springs to mind now — *I Need a Hero!* — and it just so happens that the hero-in-waiting is you.

*Total Eclipse Turbo* is a furiously fast shoot 'em up with real-time texture-mapped action and 20 alien infested levels. The action moves through some diverse terrain including moonscapes featuring huge canyons, volcanoes exploding with lava, and huge winding tunnels where the slightest error in judgement could mean obliteration.

On release in late autumn, expect to see a review of *Total Eclipse Turbo* in next month's issue.



THIS EMACIATED LOOKING GIMP IS THE MISSION CONTROLLER...



...ACTUALLY, TELL A LIE, IT IS IN FACT THE INTERSTELLER MC, JAZZY BERNARD. BIG SHOUT GOING OUT!



## POWER SUPPLY



*Total Eclipse* features a plentiful array of impressive weapon power-ups, with the smart bomb of particular note. When activated this powerful explosive sends a red blast across the whole screen, destroying anything that dare claim itself an enemy!





## TUNNEL RUNNING

There are tunnels galore to negotiate in this game, most of which are hideously complex. Within each are moving obstacles such as sliding panels, thick metal blast doors which snap open and shut without warning, and barriers that jut out from all directions.

## DEGREES OF DIZZINESS

The 360° barrel roll capabilities in *Total Eclipse* might leave you feeling dizzy but are exciting none the less, especially when the Starfighter is weaving through a huge chasm or spiralling down a tunnel.





# PRIMAL RAGE

**RELEASE** OCTOBER  
**PRICE** TBA  
**BY** TIME WARNER  
**PLAYERS** 1-2  
**GENRE** BEAT 'EM UP



With the beat 'em up genre starting to exhaust its finite supply of oddball characters and varying perspectives, Time Warner have turned to Atari's *Primal Rage* coin-op in preparation for their first dabbings with the PlayStation. The best-selling coin-op in the US last year (as in units sold, not money taken, though), *Primal Rage* is of the 'old school' of fighting games with the player controlling a Ray Harryhausen-style dinosaur as it rips and tears opponents to shreds against a series of 2D backdrops. The bare bones of the game are best described as a mix of Midway's *Mortal Kombat* (the gore and death moves) and Capcom's aging *Street Fighter* (the pad-wrangling special moves). Set on an Earth of the future, *Primal Rage* invites the player to select one of seven prehistoric beasts and systematically kick the crap out of the computer-controlled opposition for domination of their homeworlds. The ultimate goal: complete domination of the planet. Sound familiar? Thought so...



THE WORSHIPPING HUMANS CAN BE EATEN FOR EXTRA ENERGY.

THE FINAL BATTLE IS A FREE-FOR-ALL AGAINST ALL SEVEN MONSTERS.





# MONSTER MASH

*Primal Rage* offers a seven-character menagerie containing a mixture of reptilian and simian combatants. Each character comes armed with a selection of special moves and 'Fatalities' which are effected via bizarre twists of the joypad and well-timed button presses – with the eight buttons offering kicks and punches of differing strengths. But now, laaaaaadieees and gennal'm'n, the prehistoric pugilists...

## SAURON:

**Profile:** More T-Rex than Marc Bolan's mates.

**Moves:** Primal Scream, Stun Roar, 'Quake Stomp'

## BLIZZARD:

**Profile:** The first ape, and equipped with cold-related action.

**Moves:** Ice Geyser, Freeze Breath, Head Pummel

## DIABLO:

**Profile:** Another T-Rex clone, but with added fire breath.

**Moves:** Torch, Hot Foot Blast, Inferno Flash

## CHAOS:

**Profile:** The second ape, and barely house-trained.

**Moves:** Fart Of Fury, Power Puke, Butt Slam

## ARMADON:

**Profile:** A cross between a Stegosaurus and Triceratops.

**Moves:** Impaling, Gut Gouge, Spinning Attack

## TALON:

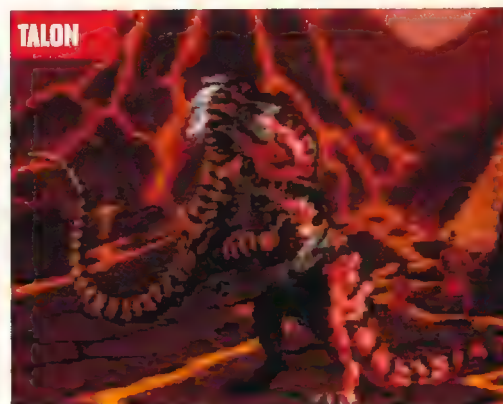
**Profile:** A 'Raptor, basically.

**Moves:** Brain Smash, Face Rip, Fury

## VERTIGO:

**Profile:** Mixes bits of a Cobra with a Brontosaurus.

**Moves:** Venom Spit, Voodoo Spell, Ankle Grab



## INVASION URTH

As a true homage to the cheesy old monster movies of the Fifties, *Primal Rage*'s plot also hearkens back to the age of Ray Harryhausen and Toho (the guys behind the *Godzilla* movies). As has been predicted by the likes of Greenpeace and David Icke, *Primal Rage* opens with Earth being destroyed because we've mucked about with the ecology so much. A stream of fireballs has decimated the human race and, in the process, awoken a septet of dormant dino-gods. After several million years asleep the seven warriors begin their quest to re-establish their dominance of the new 'Urth', and stake a claim on the nearest continent. But, as with all games of this ilk, one continent is never enough...





# STREET FIGHTER THE MOVIE

COMPANY	ACCLAIM
RELEASE	SEPTEMBER
PRICE	£39.99
PLAYERS	1-2
GENRE	BEAT 'EM UP



or some time now, those in the know have been talking about the console game and film industry moving closer together.

Already we've seen inter-active videos, and perhaps more surprising than this, popular characters from console games becoming famous on celluloid. Who had the insight and the guts to bring Mario to life as that strategically shaved primate, Bob Hoskins? Well, someone did.

Likewise, who was the visionary genius behind *Street*

*Fighter: The Movie*? Come on, own up! Acclaim have gone one step further than anyone else, by making a game of the *Street Fighter* film which is taken from the game. Can the game flogged into a dead horse by the movie be flogged back to life again? All will be revealed in a review in the near future. For now though, here's a sneak look at this curious title.



DECKED OUT IN HIS RED LEATHERS AND SILVER BOOTS, BISON IS A TESTAMENT TO THE FACT THAT, TO SOME, THE SEVENTIES DISCO SCENE WILL NEVER DIE.

## SUPER! SMASHING! GREAT!

The special moves that made *Street Fighter II* so popular are still intact here, be it Zangief's spinning pile-driver or Ryu's dragon punch. The super combo moves that were introduced in *Super Street Fighter*

*Turbo* are also included. When the player's bar is fully charged up they can pull off a super attack.







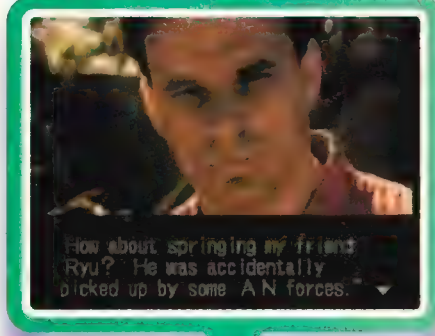
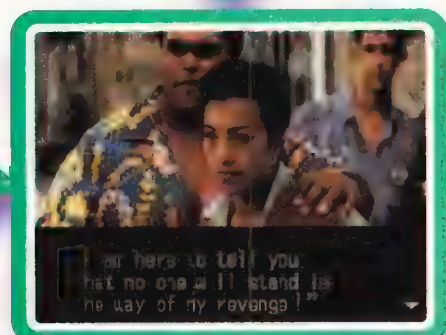
## THE STORY UNFOLDS

Van Damme, the 'muscles from Brussels' is Guile, the story's hero, and in the 'Movie Battle' option the action attempts to follow the basic plot of the film. The fights remain one-on-one but they occur in a specific order while Cammy – in the shape of the irrepressible Kylie Minogue – pops up after each bout to offer Guile a choice of actions. Whatever you choose, you're likely to end up fighting everyone. In this sequence for example, if you choose against helping out Ryu and head to the black market instead, you inevitably bump into Chun Li. In the Movie Battle option there is also a time limit on saving the hostages, so defeating opponents with the minimum of fuss is a necessity.



## GAME TO GAME

The natural question is how does this *Street Fighter* game compare with *Street Fighter II*, the legendary Capcom coin-op conversion? Well, similarities extend as far as the control method, which is identical. All of the special moves are still intact as well. The differences are mostly visual with characters now looking like their movie counterparts. The presentation has also altered, and while players can still choose one-on-one combat, there are other options which tie in elements of the movie, using action sequences from the film to thump the point home, as well as borrowing elements from the plot along the way.





# SHELLSHOCK

RELEASE	DECEMBER
PRICE	TBA
BY	CODE
PLAYERS	1-2
GENRE	COMBAT SIM

## SHOCKER

Something bound to ensure the longevity of *Shellshock* is its two-player link up option. Making full use of the weapons available, players roam the Training Ground trying to destroy and outmanoeuvre each other.



Tank simulators come in a variety of shapes and sizes. Some are the nerdy in-depth affairs, others are excuses for a very slow shoot 'em up and some manage to work out a fairly healthy balance between action and strategy. Yet one idea seems to have escaped all tank sim programmers: why not take a tank, stuff it full of homeboys from Compton LA, get some hip-hop sounds in and have them take on the world gangsta style?...Can't believe I didn't think of it myself actually.

As unlikely as it sounds, this is exactly what *Shellshock* is all about. Based around the simple seek and destroy idea, *Shellshock* adds a new dimension by including slick homeboy characters, each possessing (or lacking) qualities that will affect how useful they are in a tank. The rest is simple. Travel through over twelve 3D textured mapped environments destroying anything that looks vaguely uncool or, if you'd prefer, there's the tension of a head to head battle in a specially designed arena. To top it all off, Bar-None's (?) rap vocals thump the whole ensemble into place. Stay frosty children.



## SHAKE AND BOOM

Da Wardenz, as these chaps are known, are ex-special forces men who've decided they can make a lot more money as mercenaries. After receiving directives from the mysterious figure known simply as 'the man', the boyz head off to a troubled part of the world and go about the business of total destruction. One of the great things about *Shellshock* is that there are no backdrops as such — you're free to annihilate just about everything!



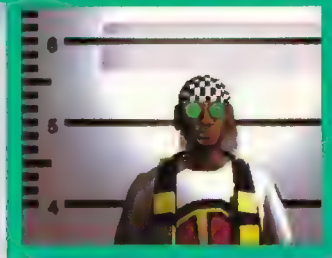


# DRIVE BY

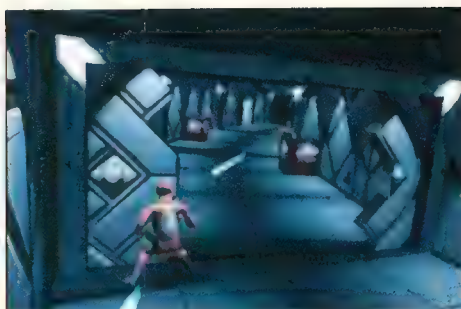
Being gangsta boyeees and, as a result, very hard, the posse in *Shellshock* have customised their tank to give it a more appropriate image. The M13 Predator features some special touches like a cannon that finishes off opponents in one strike, a 60mm chain gun and the option of surface-to-air missiles. There are also plenty of other weapons to get your mitts on, providing you've got the cash to pay for them.



**SMASHING THROUGH** THE BARRIER WILL ALERT THE ENEMY OF YOUR ARRIVAL.







# CYBERIA



COMPANY	INTERPLAY
RELEASE	DECEMBER
PRICE	TBA
PLAYERS	1
GENRE	SHOOT 'EM UP



When it appeared on the PC, *Cyberia* made an immediate impression with its highly stylised graphics and superb sound; and where better for such attributes to be exploited than on the PlayStation.

A bit of a multi-genre experience, *Cyberia* sees the hero Zak roam about on foot with his trusty handgun, solving puzzles at various stages, and climbing in to his TF-22 fighter aircraft for some good ol' shoot 'em up action.

The plot might sound a bit over used — global terrorists, a doomsday machine, humanity on the brink of destruction and so on — but the action is far from it, exploiting the amazing capabilities of the hardware to produce a brilliantly rendered and furiously fast game using full-motion, high-resolution video images to enhance a sense of realism. Like the PC game, the PlayStation version of *Cyberia* also features an original musical score from Thomas Dolby's *Headspace*, rounding off an experience intended to blend the interaction of video games with the excitement of the cinematic.



## AN EMBITTERED HACK

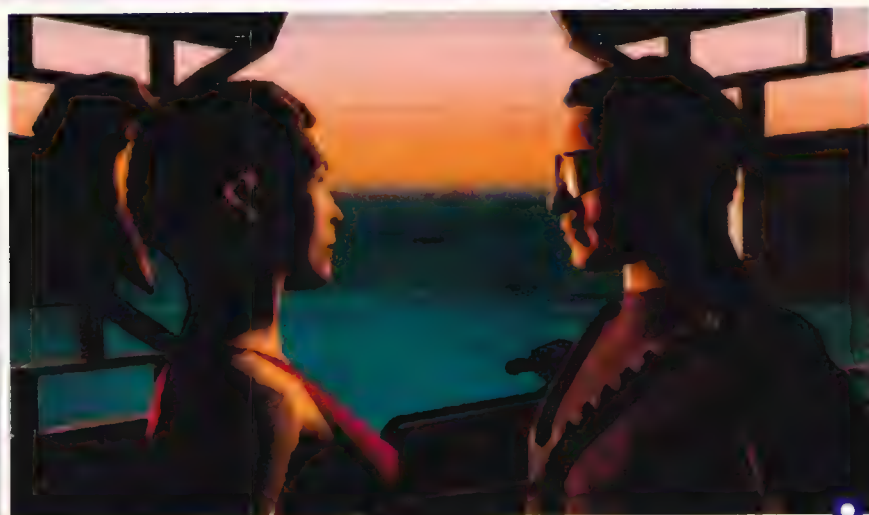
Before Zak received his assignment from the Government he was residing in prison for the crime of computer hacking. Now though, this talent is exploited to solve a variety of puzzles. For example, Zak finds a bomb strapped to the undercarriage of the TF-22 and has to use his button pushing skills to override the detonator.



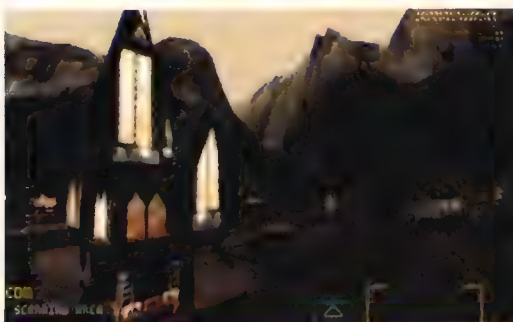


## CINEMATOGRAPHIC!

There are eleven action/arcade sequences in all, each exploiting Hollywood cinematography. Interplay were keen to invoke as realistic a feel as possible to the game and so spent a lot of time perfecting the smooth full-motion strides of Zak as he walks and the TF-22 as it glides through beautifully rendered canyons or approaches a ship on the ocean waves. Ahhh!



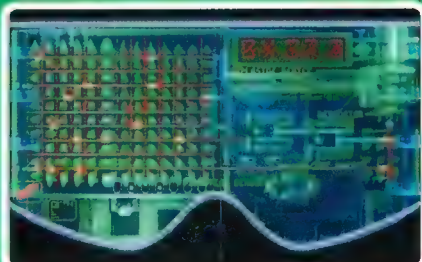
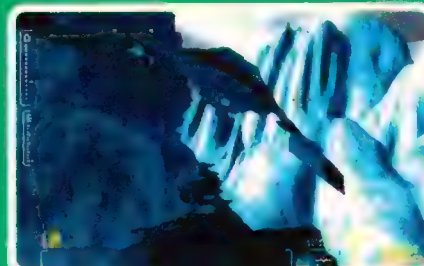
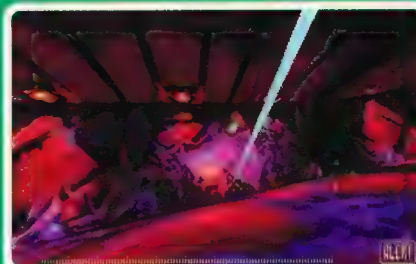
**CYBER ROMANTICS:** A TOUCH OF HOLLYWOOD GOES A LONG WAY AND THE BRILLIANT RENDERED GRAPHICS IN CYBERIA ARE A GOOD CASE IN POINT.



**FLAMING 'ELL:** EXPECT PLENTY OF EXPLOSIVE ACTION DURING THE TF-22 FLIGHT SEQUENCES WITH SHIPS AND MODERN ARCHITECTURE ALL GETTING THE SAME DESTRUCTIVE TREATMENT.

## AND YOUR PILOT IS...

The TF-22 features an Auto-Navigation computer meaning that Zak doesn't have to concentrate on steering it through chasms and the like. Instead, he is free to concentrate on getting his aim straight, shooting anything that looks vaguely threatening. The radar informs him about incoming enemies and from there it's a matter of lining up the cross-hair and pressing fire.





# KRAZY IVAN

COMPANY	SONY
RELEASE	OCTOBER
PRICE	£39.99
PLAYERS	1
GENRE	3D SHOOT 'EM UP



verybody's heard of that huge tome by Leo Tolstoy, *War and Peace*. Few

however, have heard of that other great Russian novel by Leo Tolchanski called *War and my Piece*. Set in the future, it charts the exploits of the heroic soldier Krazy Ivan as he goes about the planet destroying alien invaders in his 45 foot mech-warrior. You haven't heard of it? That's no surprise actually, because it is in fact absolute 'nonsenski' as the Russians say. However, it would be a crime to ignore such a sterling plot, and thankfully Sony Interactive have decided to use it as a premise to their 3D shoot 'em up *Krazy Ivan*. The alier robots are everywhere and it's Ivan's job to utilise the saucy variety of guns on his mech-warrior to give them all a good kick in the nut-skis.

Coming with some very impressive intro and fill-in sequences, and very polished ingame graphics, *Krazy Ivan* looks like it's straight from the top drawski. Keep your eyeskis peeledski for a reviewski in the near — oh balls to it, you get the picture(ski).

## KILLSKI!!

Ivan has at his disposal Russia's finest selection of military hardware. Some of you might think that this means a sharp turnip or very dry potato, but no. It includes a laser, a machine gun, and star missiles. Needless to say, there are also pick-ups for the plucky Russian to track down on his journeys.







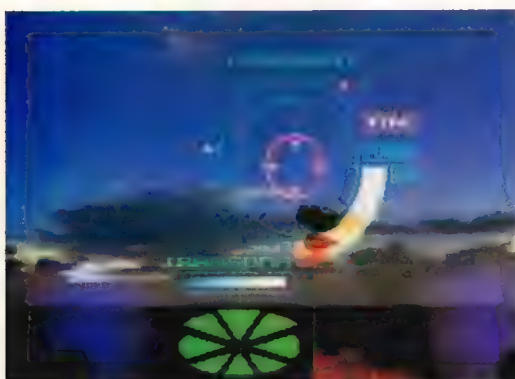
## ROBOTNIKS

Ivan is in definite need of his craziness if he is to overcome all of the robotic alien enemies out to stop him. On any horizon you'll see huge metallic monsters with arsenals the size of Highbury football ground, or nimble mechanical insects swarming the skies.

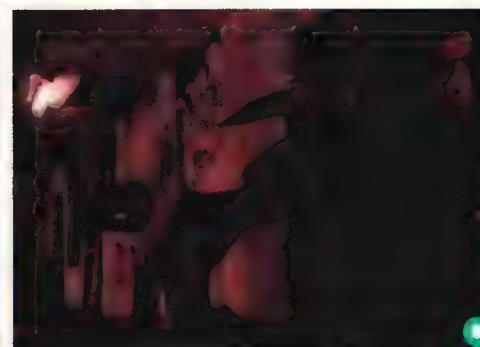


THE PLAYER'S WEAPON STATUS IS INDICATED BY THE CIRCULAR TARGET IN THE CENTRE OF THE SCREEN.

TARGETING ONE OF THE METAL BEHEMOTHS AS IT APPEARS ON THE HORIZON.



THE ICON RESEMBLING A SEGMENTED ORANGE INDICATES WHERE THE ENEMY ROBOTS ARE LOCATED.

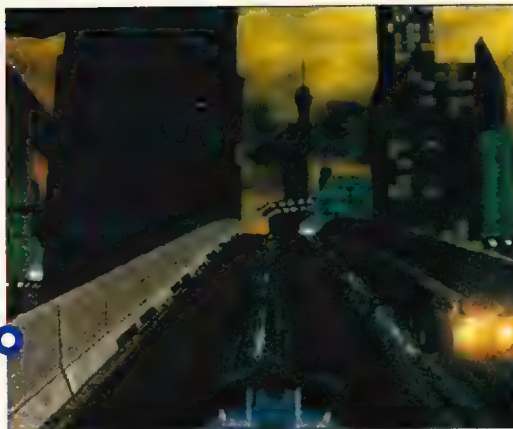


AS EVER, KRAZY IVAN IS PRECEDED BY ONE OF PSYGNOSIS' TYPICALLY IMPRESSIVE RENDERED INTRO SEQUENCES.



COMPANY	INTERPLAY
RELEASE	TBA
PRICE	TBA
PLAYERS	1-2
GENRE	RACING

BEGONE, SHITE 16BIT SPRITES.  
AWAY WITH THEE, OH DUFF ISOMETRIC VIEWS...



AS OPPOSING CARS HIT OBSTACLES, THEY SEND UP A VERY IMPRESSIVE FLURRY OF SPARKS.

# ROCK 'N' ROLL RACING



There are no doubt some of you who aren't familiar with the original *Rock 'n' Roll Racing*. There's not much to tell really. It's first and foremost a racing game involving some very sexy cars and slightly off the wall tracks. A further dimension is added to the game by the presence of gun turrets that sit comfortably on the chassy of your car and can be employed at any time to destroy irritating race opponents. Race well and the money comes piling in, enabling you to modify your vehicle.

And that is basically the story of *Rock 'n' Roll Racing 2* as well. The major difference is of course that Interplay have been able to exploit the extra capabilities of the PlayStation to create more spectacular tracks and cars, and to enhance the gameplay, making it feel faster and giving it the edge of your seat thrill every racer on the PlayStation is going to need if it's to match the standard that's been set.

Although it's still in development at the moment, *Rock 'n' Roll Racing 2* is already looking pretty impressive, maintaining the 'hard' rock flavour but adding a dash of *Industrial Techno* as well.





## SUCH BOLD STROKES

As these artist's sketches reveal, a lot of time has been spent trying to cultivate a unique theme for each track. In Hellworld it's all blood and bones, including a skull entrance to the cavern, a huge spine for a track suspended over boiling lava and a bridge with ribs making useful posts for torches.



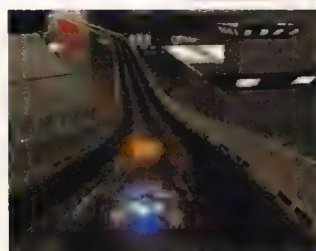
THE CONCEPTUAL SKETCH FOR THE SKULL TUNNEL, AS SEEN IN THE HELLWORLD STAGE.



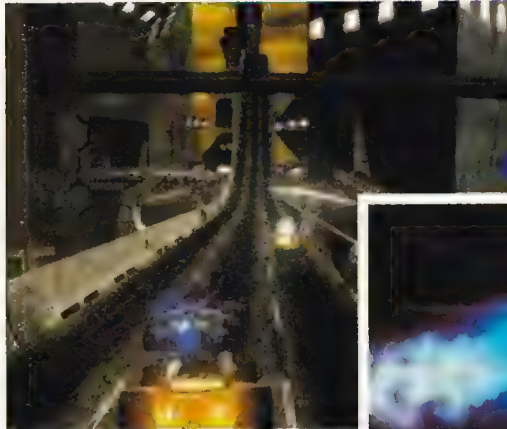
THANKFULLY, INTERPLAY'S DEVELOPERS OPTED FOR A MORE CONVENTIONAL VIEW THAN THIS STRANGE AFFAIR.



THIS IS WHAT WE LIKE TO SEE. THE POWER OF THE PLAYSTATION USED FOR SUPERB EFFECTS LIKE THESE GLOWING POWER BOOSTS — AT LAST, NIGHT DRIVING AT IT SHOULD LOOK. IT'S THE FUTURE, MATE, I TELL YOU...



# G2



## CAR TROUBLE

There are four types of car to choose from in *Rock 'n' Roll Racing 2*. They naturally vary in capabilities. The standard roadster is the Hell, a smooth aerodynamic machine with plenty of speed and some cool missiles. The Tank is slow but well shielded, the Tiger has two phenomenal machine guns and the Hover is quick and nimble. Comparing the pastel paintings with the rendered pictures it is easy to see how the graphic designers initial ideas have altered.







# SYNDICATE WARS

COMPANY	BULLFROG
RELEASE	SPRING
PRICE	TBA
PLAYERS	1-2
GENRE	STRATEGY



*Syndicate Wars* is the follow up to *Syndicate* which proved very popular on 16-Bit

machines. Its dimly lit streets and shadowy figures give it the look of a film noir and this atmosphere of urban squalor is further emphasised by the 360° rotating view.

Mixing action and strategy, *Syndicate Wars* sees the player take control of a group of Cyborgs in an effort to set up a syndicate of their own. The aim is to get control of a patch, then a city, then the whole world! To do this, some modifications to your cyborgs are necessary, providing you have the cash, that is. Then it's a matter of exploring your chosen territory, shooting down rivals, destroying buildings and generally getting violent with anyone or anything that happens to annoy you.

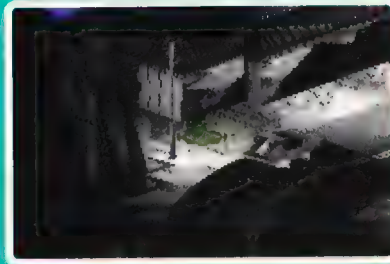
Bullfrog have chosen to make *Syndicate Wars* more action than strategy, something that will be popular with most, and like its predecessor it looks set to be criminally wholesome fun! Just watch your back.



# SYNDICATE WARS

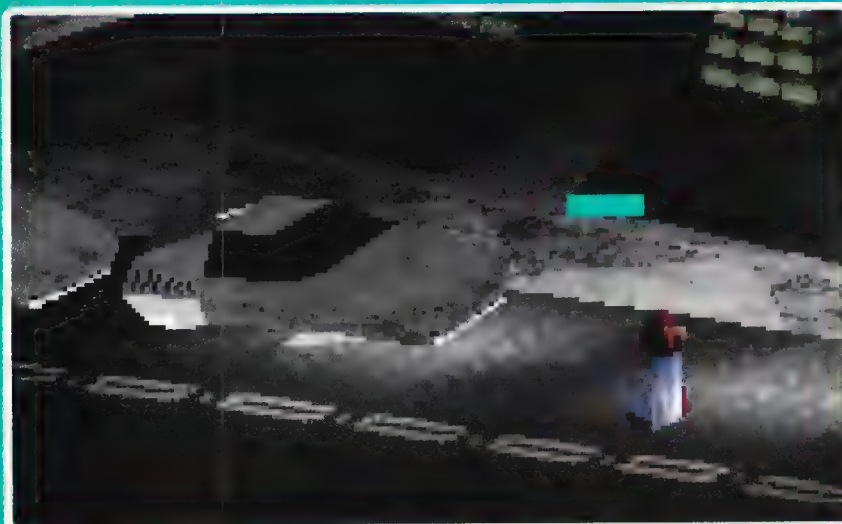
## THE NEW BITS

*Syndicate Wars* features a variety of improvements on the original. For starters, the graphics are much better, utilising the extra potential of the PlayStation, with new light sourcing techniques to create ultra-realistic explosions and the like. The ability to rotate the view through 360° is also new making it easier to hunt down enemies or find pick-ups.



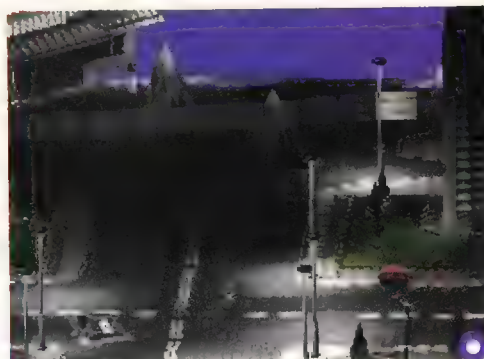
## THERE'S NO FUTURE

People don't tend to look to the future with much optimism these days, be they writers, film makers or game creators. *Syndicate Wars* is such an example with its bleak urban futurescapes full of half-lit alleys, derelict buildings and crumbling roads, all brilliantly drawn and meticulously detailed. Anyway, providing you can exploit the wasters that inhabit this post-holocaust squalor, you can look forward to a champagne lifestyle away from the rabble in a cosy penthouse.



## BENT MONEY

Money talks and bullshit limps – and in *Syndicate Wars* you'll need all the cash you can get. Only then can you replace the limbs of your cyborgs to improve their strength and agility, invest in making them more intelligent and perceptive, or purchase one of the many weapons on offer. The easiest way to make money is to stamp on someone else's patch and take over their operations.



**A CURSOR** IS USED TO PLOT YOUR MEN'S MISSIONS, AND PROVES A VERY INSTINCTIVE SYSTEM.



**THE 3D ENVIRONMENT** IS FULLY LIGHT-SOURCING, WITH BADDIES HIDING IN THE SHADOWS.



**SYNDICATE WARS** USES A FULLY GENERATED MAP, ALLOWING THE USER TO PAN IN AND OUT OF LEVELS.





COMPANY GREMLIN

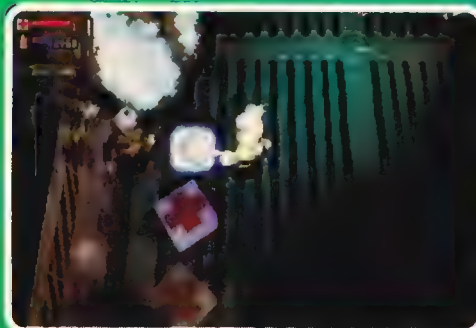
RELEASE OCTOBER

PRICE \$11.95

PLAYERS MULTI

GENRE SHOOT 'EM UP

# LOADED







hen a game lands on my desk referring to itself as "A top-down *Doom* with big guns" and "A *Gauntlet* for the Next Gen", I think it's fair to

say that expectations are

high. *Gauntlet* was a personal favourite of mine, both in its 'four mates huddled around the arcade machine' incarnation, and also its humble home computer conversion. As for the legendary *Doom*? Well, what's left to be said about the classic PC game that's currently making its way onto just about every format imaginable (including our PlayStation!) That said, *Loaded* is the game pumping itself up, and jolly impressive it looks too. Set on the meanest prison planet in the galaxy, this blast 'em up from Gremlin Interactive looks to be a fairly straightforward killing affair, beefed-up with stunning graphics and a plethora of visual effects.

The plot follows the antics of seven scary characters, each intent on escaping from the aforementioned facility, armed only with incredibly large weapons and an apparent penchant for violence. The nightmare-inducing gang are set on revenge against the git who set them up, but first they have to fight their way through the entire complex, battling the various staff and inmates found within.

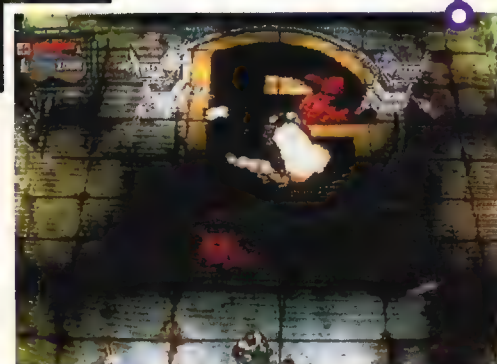
Apart from boasting impressive art work from Greg Staples, *Loaded* also features a unique terrain morphing and interaction system, along with an interesting lighting system called GloArt™. There's lots of running around, lots of killing, and lots of explosions. And best of all, we've only got to wait until October to see it for ourselves.

## LIGHT UP MY LIFE

One of *Loaded*'s most impressive visual effects is the light sourcing – created using a technique called GloArt™. Though many of the dungeons you travel through are dark and dismal, let off a few rounds from your gun and the whole world explodes into bright colours. This is even more effective when strong colours are involved, as the combined shades give a very realistic view of the game world.



**INDIVIDUAL ROOMS** LEAD OFF FROM THE MAIN AREAS, AND, APART FROM OFFERING A BREATH, OFTEN CONTAIN EXTRA WEAPONS. YOU CAN ALSO BLOW UP INNOCENT TABLES AND CHAIRS FOR FUN.



**CENTRAL AREAS** ARE GENERALLY BRISTLING WITH ENORMOUS GUN TURRETS, NOT TO MENTION A SEEMINGLY ENDLESS SUPPLY OF AGGRESSIVE BAD GUYS TO TAKE ON.

## MEET THE GANG

*Loaded* features some incredibly unusual characters, each one complete with strange personality quirks, special abilities, and, of course, enormous weapons.

### CAP'N GUNS

The rather weird sea-faring Cap'n Guns has (in case you hadn't noticed) enormous guns, but no stomach for a fight. And, incidentally, that was a joke. Nearly.

### MAMMA

Mamma is a big lad for his age, wears gargantuan nappies, and enjoys bouncing on people.

### VOX

The only female in the game, Vox is also the brains of the bunch. She has excellent dress sense, but has been persecuted throughout her life due to the ginger hair.

### BOUNCER

Bouncer is described as 'the doorman from hell' and having been in a few London nightclubs myself, he seems strangely familiar.



## MUMMY, I'M SCARED!

Just another example of the atmosphere created by the clever use of lighting in *Loaded*. Quite often thugs will run at you from one end of the play area while their sneaky mates creep out from the shadows behind you.



## ZZZOOM

Visual treats are the order of the day in *Loaded*, with the player being able to zoom in and out to various scales when viewing the proceedings. This allows for either a detailed level of perspective, or a more 'aerial' view of things. The latter view clearly shows *Loaded*'s humble Robotron/Gauntlet origins. Oh yeah, and check out that gun!



**DEAD BODIES** LITTER MOST OF THE AREAS IN *LOADED*, ADDING THAT CERTAIN 'I DON'T KNOW WHAT' TO THE PROCEEDINGS. MORTAL KOMBAT, EAT YOUR HEART OUT. OR PULL IT OUT. UP TO YOU REALLY.





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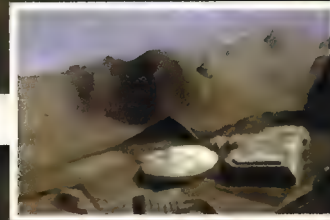
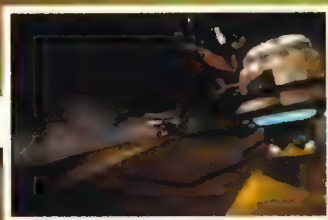
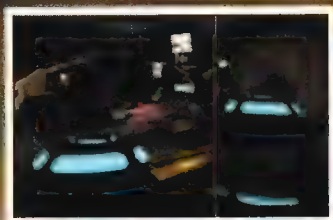
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# WIPEOUT



THE INTRO SEQUENCE TO WipeOut IS VERY COOL  
 AND, GETTING YOU NEATLY INTO THE GROOVE.







## GAME SPEC

GAME DIFFICULTY: TOUGH  
CONTINUES: N/A  
SKILL LEVELS: 2

RELEASE SEPTEMBER

PRICE TBA

BY PSYGNOSIS

PLAYERS 1-2



osing your virginity, getting drunk, your first pay cheque – these are the rites of passage for the average teenager. Another is your very first car. Mine was a metallic blue Talbot Samba and it was, quite frankly, crap. The door on the driver's side wouldn't shut properly and kept opening when the car was coming off roundabouts or taking left turns. The sunroof leaked, the indicators didn't work properly and there were death-dealing problems with the accelerator. In spite of this, I fitted it out with a classy stereo and trundled majestically up and down the local high street, the booming bass mingling with the wheeze of the engine.

As for the future, maybe we can expect the Keys and Sams of this world to be pasting their names over the windscreen of one of Psygnosis' sleek designs. And forget the boy racer and his set of wheels idea, because the vehicles in *WipeOut* are more like hovering fighter planes, fitted out with stun-guns, shields and acceleration boosters. So are they fast? Does the Pope wear a funny hat?







**THE JUMP:** ...before you know it there's a danger sign and you're floating over a huge chasm and heading in to the first of two tunnels. It is important that you have enough speed to make the jump. If you ditch, a pick-up vehicle puts you back on the track but valuable time is wasted.



**THE TUNNEL:** Unlike the earlier tunnel, this is much narrower, making the bends trickier and overtaking considerably more troublesome. In spite of that, it has a fairly decent straight ideal for using a booster or lining up a rocket. Get the air brakes ready to take the turn.



**CHICANES:** A series of chicanes follow as the vehicles fly past the grandstands to the roar of the crowd. None of these bends are especially hard so you shouldn't need to use the air brakes unless you find yourself over-steering.

**THE ASCENT:** After the first two bends the course starts to veer upwards drastically. Use the blue arrows to pick up speed. As you come over the brow of the hill there is the chance of your first pick-up. The important thing is to maintain the speed because...



## THE ALTIMA VII TOUR

To give you a better idea of what you can expect when you climb into the cockpit of one of these awesome vehicles, here's a guided tour of the first track, Altima VII:



## COMMENT

**MATT**

Bloody hell! What can I say? This is the first real PlayStation game to have completely blown my socks off. At first the control system is incredibly difficult to get the hang of, and *WipeOut* certainly isn't a game for wimps, but once you get to grips with the various craft, you'll be rewarded with some of the most satisfying gameplay going. It's a game that calls for sheer persistence, and the only way you're going to qualify with ease is when you know the courses like the back of something you know incredibly well. Presentation-wise, *WipeOut* can't be faulted, and the music is just the best thing ever. A lasting challenge, and certainly one to dazzle your friends with. Buy it!

## AIR CARE

A novice player's first reaction to the way the vehicles handle is likely to be one of bewilderment. They have a genuine feel of inertia to them and getting used to the sensitivity of movement is the first task of a new pilot. But in order to have a competing chance you'll need complete mastery of the air-brakes. These are essential for making tight or fast turns and require precise judgment and timing.



WHEN THE SHIELD IS ON YOU CAN'T USE YOUR WEAPONS.



**ON THE STRAIGHT:** Once you're in the tunnel keep the acceleration high. If you're holding a booster pick-up, now's the time to use it. There is another jump coming up but providing you've gained enough speed, it shouldn't be a problem.

THE FAIRLY HARD RIGHT TURN HERE MEANS IT'S TIME FOR THE AIR BRAKES.



SOME JUMPS ARE VERY TOUGH AND SHOULD BE TAKEN AT MAXIMUM SPEED.



**START:** The player starts as the last car on the grid. In order to get a good start don't rev the vehicle up too early. Wait until the lights go orange and then hit the gas.



**THE FINISH LINE:** As you take the hard left-hander out of the tunnel, you'll find yourself on the finishing straight. Simply put your foot down and go!

## A MEETING OF MINDS

If you have two machines and two televisions, you can play a human opponent via *WipeOut*'s link-up mode. This gives the game a real arcade quality and in addition sees players able to grab new power-ups that specifically disable their live opponent.



**THE BENDS:** This straight is followed by a tight right-hander. Now is the time to make good use of the air brakes. The course starts to climb again until you find yourself on a sloping bend and heading down very very fast!





COMMENT

ROB

If Sony are serious about making big waves in the new console market, *WipeOut* stands as a testament that they could well be tidal waves. This has to be just about the best racing game I've ever played. Screenshots can't possibly convey the feeling of speed it invokes, but rest assured, it's incredibly fast. Add the shoot 'em up action and you might begin to appreciate just how frenetic and exciting *WipeOut* is. Blazing up hills, screaming into tunnels or leaping across huge chasms, the smooth real-time animation is exploited to the full and there isn't a glitch in sight. The same goes for the graphics which are superbly rendered and painstakingly detailed. What makes *WipeOut* doubly attractive, though, is its style. It fuses a slick, supersonic swirl of apocalyptic wastelands with thumping house tunes and cool industrial chic. And before I disappear up my own proverbial rabbit hole, I'll finish by saying just this: buy it.



## THE AG VEHICLES

There are four teams competing in the *WipeOut* championship and each team has two cars and two pilots. Here are some stats to peruse:

### AG SYSTEMS

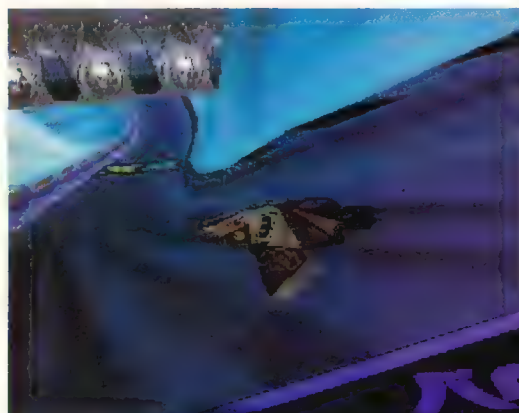
[Japan]

Accel:3  
Top speed:4  
Armour:5  
Turning circle:2  
Lead pilot: John Dekka  
Second pilot: Daniel Chang

### AURICOM RESEARCH

[USA/Canada]

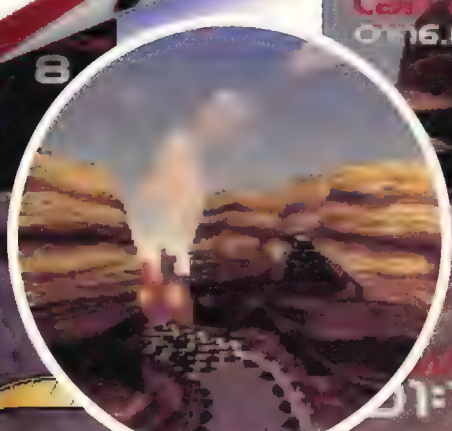
Accel:5  
Top speed:2  
Armour:3  
Turning circle:4  
Lead pilot: Ariel Tetsuo  
Second pilot: Anastasia Cherovski



## MPH MEETS BPM

The consummate icing on the cake in *WipeOut* has to be the music, with The Chemical Brothers and Leftfield contributing mixed up versions of tunes on their latest albums, and Orbital offering a new one uniquely for the occasion. And it fits too. The constant pulsating thud sounds perfectly suited to the speed and look of the game. Big shout going out, as they say.

WHEN A PILOT IS TARGETED USE YOUR HOMING MISSILE.





## A DIFFERENT CLASS

Once a player has mastered all six tracks in the Vector class (no easy task) the game gets even tougher by stepping up to Rapier class. Not only is this faster but the pilots are more skilled and ruthless. Providing he can prove his mettle in Rapier class, a player stands a chance of having a go at a previously hidden track.



WEIRD AND WONDERFUL ADVERTS LINE THE TRACKS.



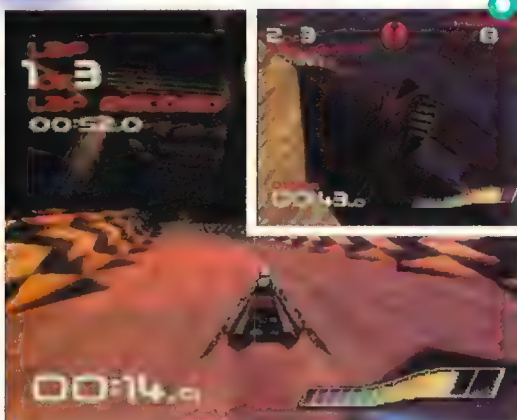
### QIREX [Russia]

Accel:2  
Top speed:5  
Armour:4  
Turning circle:3  
Lead pilot:Kel Solaar  
Second pilot:Arian Tetsuo

### FEISAR [European consortium]

Accel:4  
Top speed:3  
Armour:2  
Turning circle:5  
Lead pilot:Sophia de la Rent  
Second pilot:Paul Jackson

IF YOU FAIL TO  
MAKE A JUMP OR SOME-  
HOW COME OFF THE TRACK  
THE ROBOTIC PICK-UP WILL PUT  
YOU BACK ON THE TRACK.



## STAR POWER

As you blaze along in your anti-gravity vehicle look out for the flashing stars on the track. Ride over one of these and a power-up is activated. Here's what they do:

### ROCKET

Not as good as the heat-seeker because it means you have to aim at your opponent. They also hug the terrain and consequently aren't much use uphill. Best saved for straights.

### MINES

When a racer is right up your rear, simply drop the mines to slow them down.

### SHOCK WAVE

Hit another pilot with this and it sends his controls temporarily haywire, making them easier to pass.

### BOOSTER

To get that extra bit of speed simply activate the booster and leave opponents floundering in your dust trail.

### SHIELD

The shield will protect you from attack for a limited period but it also means you can't fire on opponents. Good for barging, though.

### HEAT-SEEKING

Requires no aim, and automatically locks on to an opponent ready to fire.

### RATING

90

91

89

91

90

90

### OVERALL

91

GRAPHICS

ANIMATION

SOUND FX

MUSIC

LASTABILITY

PLAYABILITY





## GAME SPEC

GAME DIFFICULTY: MEDIUM  
CONTINUES: N/A  
SKILL LEVELS: 3

RELEASE: IMPORT

PRICE: £69.99

BY: ZOOM

PLAYERS: 2



It's the future and the human race has been ensnared by the technology created to set it free.

T1000000000's stalk the crumbling cities, hunting and destroying what's left of the human race for their lack-of-efficiency crimes. Meanwhile, underground survivors struggle to create a robot of their own powerful enough to tackle the ruthless machines. After years of searching for the right components, years of painstaking experiments in hyperdrive circuitry and years of making metal blobs with the soldering iron, Metal Mickey finally emerged... Bugger! As the last humans breathed their last breath, the last thing they saw was Metal Mickey vacuuming carpets and polishing sideboards...

What Metal Mickey needed to cure him of his domestic programming was a spell in the arena with some of the robots from Zero Divide. These metal and wire warriors have decided to engage in combat to determine which model has the most supreme set of binary codes. Zero Divide is a traditional one-on-one beat 'em up involving eight robots, all very different and all sporting their own unique fighting style. Players have the choice of taking on the computer in a one-off battle, entering the tournament or taking on another player. The rest is a matter of figuring out the special moves and making various bits of cutlery out of your opponents.

**ZERO:** A blued, Zero's pretty quick on his feet, using combinations of punches and kicks to devastate opponents. He is also able to pull off a fireball punch when close enough to opponents.



**TAU:** Vaguely resembling a scorpion, it's hard to know what limb does what! Although this robot isn't all that agile, its tail proves very effective with a stinging attack.



**WILD3:** It might seem a bit unfair that Wild3 gets the use of a huge machine gun. However, this is his special attack and the bullets aren't any more devastating than the super moves. Oh, right. Nice.



**EOS:** Eos's fighting style is very similar to that of Zero. He is a bit bulkier and uses a round a bit slower, but like Zero he also packs a fireball punch as a special attack.





# DIVIDE



**CYGNUS:** Wielding a sword, this ninja robot is one of the coolest characters. As well as pulling off impressive combinations with his blade, his special move sees him impaling his opponent and lifting them over his shoulder.



**NEREID:** An attractive pink and purple, Nereid is bialy like Dimey and tends to move clumsily. However, should Nereid get close enough, his special attack impales enemies with rotating chest blades. All very strange.

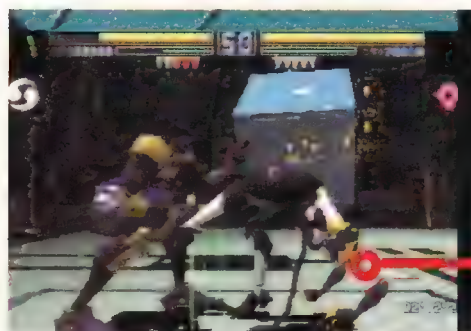


**DRACO:** A giant robotic dragon, Draco makes use of his huge tail to sweep the ground from under opponents feet. As you'd expect from a dragon, one of Draco's attacks involves breathing fire at opponents.

## COMMENT

### ROB

There's something very familiar about Zero Divide. If I had my cynical trousers on I'd say it's nothing more than a bread and butter beat 'em up with some robots thrown in to give it a more original flavour. Actually, even that's derivative, following in the footsteps of Rise of the Robots. It certainly looks very nice, what with the range of 3D perspectives and chunky fighters, and it even plays well enough, if a little sticky at times. So, I hear you ask, what is it then that Zero Divide lacks? In a word, substance. Although there are some impressive attacks — Wild3's machine gunning or Draco's fire breathing to name a couple — the characters seem to lack any, well, character. This is due in part to the fact that the range of moves aren't as extensive as they could be, but also points towards the ultimate lack of depth in the gameplay, something that makes fights too predictable at times. Strictly sub-Tekken standard.



**IO:** Looking like a metal moggie, IO uses feline speed and agility to over come opponents. Although she lacks some of the brute strength of the other competitors her throwing abilities are second to none.





## COMMENT

MATT

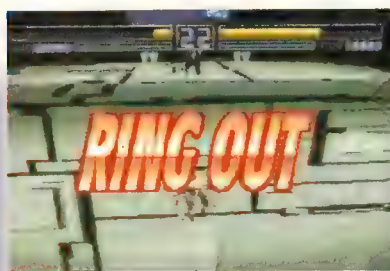
Though Zero Divide was lacking in any sort of dazzling intro sequence, I have to admit that I was quite excited when it first appeared on out screen. Unfortunately, after a fairly short session it became clear that it really wasn't going to deliver much more than an average beat 'em up — albeit one with an attractive exterior. Its main problem is one similar to Tekken Den: namely that there's just not enough substance, and though some of the characters have interesting moves, there's never really the degree of control that comes with a game such as Tekken. Some of the backgrounds are quite lovely, but once you start concentrating on the figures, it's obvious that the designers got a bit carried away — with many of the robots having far too many limbs to follow! The sound is acceptable, if soft, while the crunches help things along. Still, not quite good enough to warrant a recommendation.

## FINDING AN ANGLE

Zero Divide makes the most of the visuals by including in the options a variety of camera angles. Bouts can be viewed through 360° rotation, random with the camera zooming in and out of the action, or the normal front view perspective. Also, when the game is paused, the perspective moves through 360° ever so slowly, the characters suspended like statues. Most aesthetically pleasing let me tell you.



## MAN VERSUS MACHINE



## THE DIVIDING LINE

Many of the combat arenas are on raised platforms, and should a fighter fall over the side then it's all over. However, even if they do find themselves going over the edge, a fighter has a last chance to grip on to the ledge and then flip themselves back on to the platform, sometimes laying out their opponent as they do it.



When a player takes on the computer in a tournament, they fight their way through four levels of competition. In the first level they tackle three opponents, in the second level they take on four, in the third level only one, and in the fourth level they face the mystery opponent who is — as the saying goes — rock hard.

RATING

84

82

82

80

71

72

OVERALL

GRAPHICS

ANIMATION

SOUND FX

MUSIC

LASTABILITY

PLAYABILITY

72



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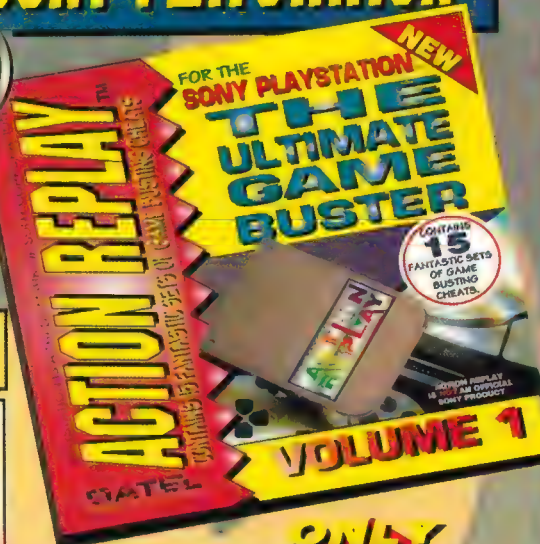
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# DESTRUCTION DERBY

THE MULTIPLE VIEWS ARE PRETTY DAMN USEFUL TO HAVE, ESPECIALLY WHEN RACING ON TRACKS WITH CROSS-OVERS. SHOULD YOU GET SPUN AGAINST A WALL, YOU WON'T KNOW WHERE THE HELL YOU ARE. THANK SONY FOR THE CAMERA!

## GAME SPEC

GAME DIFFICULTY: HARD  
CONTINUES: N/A  
SKILL LEVELS: 3

RELEASE END OCTOBER

PRICE TBA

BY PSYGNOSIS

PLAYERS MULTI



pparently, in early days of the motor car, a gent known as the Flagman would walk in front of vehicles, controlling

the flow of traffic through built-up areas using a green and red flag. Though this idea eventually lead to the traffic light, it was prone to the odd cock-up when occasional freak gusts of wind would blow the flags into the flagman's face, resulting in a confusing flurry of red and green signals. Cars would respond, flagmen would get squashed, and cars would get crushed. The upshot of this was that ordinary folks found that banging cars into each other was actually quite good fun, so they made crude tracks using hay bales, and thus (according to Sony Psynosis anyway) the Destruction Derby was born.

Well never mind all that tosh, because upon loading this little beauty you'll enter an incredible world where the only aim in life is to hit cars hard enough to spin the buggers at least 90°. Of course, should you be chasing big points, you'll want to be spinning them the full 360°, but let's not forget that meanwhile twenty CPU cars will be coming for you and, oh yeah, you're also supposed to be racing around a track!

The game itself is split into four main sections; stock car racing, Wreakin' Racing, Destruction Derby, and Time Trials. Stock car racing is a straight forward race, where surviving to the end is just as important as coming first, Wreakin' Racing is the same as stock car racing, only with the emphasis on scoring hits as you complete the circuit, while Destruction Derby simply puts you and nineteen other cars in a huge bowl, and lets you smash the crap out of each other until you blow up! I'm sure it's needless to say, that this is my favourite. Grrrr.



THOUGH THE DISTANCED VIEW IS BETTER FOR MONITORING THE DESTRUCTION DERBYS, THERE IS A CERTAIN SOMETHING ABOUT HURLING AROUND WITH THE CLOSEST PERSPECTIVE. LOOK OUT!



## A BIT OF A PRANG...

Here on PlayStation Plus we believe that a picture paints a thousand words, and what with the pictures painting so beautifully in *Destruction Derby*, what could be better than an entire race courtesy of the automatic replay feature. Enjoy.





## TRACK OF MY TEARS

When you start out on *Destruction Derby*, you have five tracks available to you. Each one can be driven on as a Time Trial, a straight race against CPU drivers, a 'hit everyone' race, or a Duel against a single car (and we haven't even mentioned the machine link-up yet!) Here are the tracks on offer.



### CROSS OVER



Now this is much more like it! Things all start off quite normally, but once you start to get stragglers, that cross-over area is a right old treat. Just when you think you're about to cruise into first place, someone travelling down the other section of track smashes you in the side. Apart from the damage, this can also force you down the wrong part of the track; instantly placing you last. Doh!



CROSS  
ROADS



### CACTUS CREEK



Blummy lummy! If we thought Cross Over was a groovy track, have a look at the overhead map for this one. Basically an absolute riot, with two major black spots and a few tight corners thrown in for good measure. Don't expect to drive out of here with any paint work.



CACTUS  
CREEK



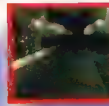
### SPEEDWAY



Well, what is there to say about this circuit? It's as good a place to start as any, but don't expect it to be much of a challenge as far as straight racing goes. As for Wreakin' Racing, ah, that's another story. Get used to the car's handling here, then move along.



SPEEDWAY



### CITYHEAT



At first glance it looks fairly tame after the likes of Cactus Creek, but if you look closely you notice a rather nasty chicane on one of the straights. As is always the case, you'll take enough damage here to make up for the rest of course.



CITY  
HEAT



### OCEAN DRIVE



Ocean Drive is deceptively simple-looking. Then you start driving, come to the section where it thins down to the width of one car, and see what happens when twenty cars all try to get through at once. If it's damage you're looking for, it's damage you'll get!



OCEAN  
DRIVE





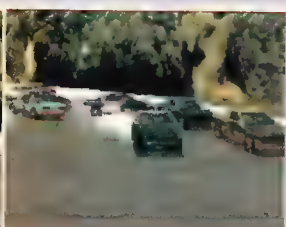
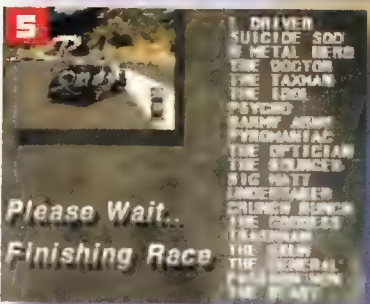
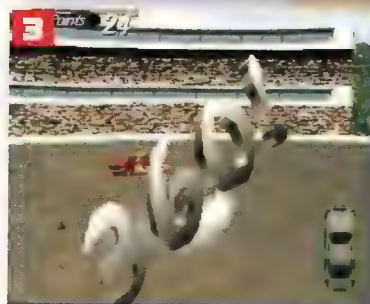
COMMENT

STEVE

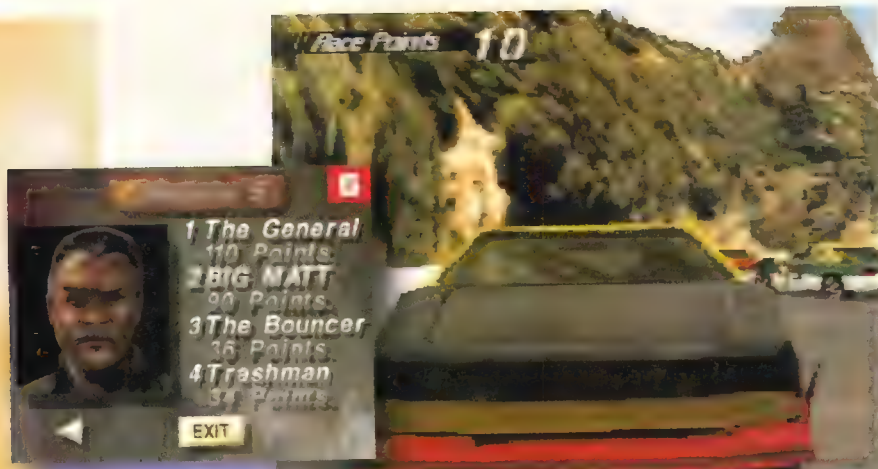
Well, the PlayStation is but a week or so old, and already its premier racing title has been superseded. *Destruction Derby* not only offers top-notch racing action and the smashes which *Ridge Racer* lack, but it also has more courses, in-game options and tactical possibilities than the Namco game. Psygnosis have pulled out all the stops to make *Destruction Derby* the ultimate racer, and quality gleams from every orifice. The screen update and movement of the vehicles is flawless (surprising when you see how many are on the screen at once), but the real icing on the cake is how well the vehicles handle. Getting the 'feel' of video game cars right is something which has eluded assorted game developers for years. But each of the three cars in *Destruction Derby* handles differently and, unlike others where only the aesthetics actually differ, they make a real difference to the game — try the *Destruction Derby* itself with the skiddy beginners' car and you'll see what I mean. While *Destruction Derby* doesn't quite have the lasting appeal of *WipeOut* and its delicate control system, *Destruction Derby* offers a series of leagues and tournament options to ensure you'll get your money's worth, and the two-player link-up is one of the most effective uses of the system yet. Unmistakable.

# I'LL GET YOU!

- 1** It's a new season, I'm feeling pretty groovy, and it's time for the first race of the season. I've spent a bit of time practising, picked the car I think is best for me, and I've even got my name spelt with both Ts! Excellent.
- 2** And we're off! Each destruction derby start with all twenty cars bombing into the middle of the bowl as fast as possible. You're not likely to score too many points doing this, but sod me if it isn't just the best fun ever!
- 3** A full 360° spin! You really need to go for these as you'll get ten points for your trouble. A 180° spin awards four points, and 90° gets you two. The maximum you can score in one round is 99, so I've still got a way to go. Oh, and keep an eye on my damage meter in the bottom right.
- 4** They think it's all over. It is now! Yes, one look at the state of my car reveals that it's time to get the spanners out. Still, 46 points isn't a bad score, and it'll certainly keep me in the top half of the league (then again, there are only four of us, so it's not too difficult at this level.)
- 5** Just because I'm out of the game doesn't mean that there aren't still competitors finishing each other off, so now I have to sit and wait until the other cars expire. I just pray none of the survivors are in my division.
- 6** Well that's not too bad. Me and The General are well away from the other two in this league, but I need to make sure The Gen's lead doesn't improve too much. Perhaps we'd best see what we're up against...
- 7** And so it's down to the pit area to see if we can't identify this trouble maker. Ah, there's his trailer...
- 8** And there's the buggie himself. Right... so it's a dark green car with a white top, number 50. You're mine, mate.
- 9** And there he is! By concentrating on taking his car out whenever possible, I stand more chance of keeping my league position, and if I can finish the season in first place I'll get promoted.
- 10** Ah, but 'twas not to be. Still, I proved I can do the biz, and with The General being promoted into the fourth division I must be an odds-on favourite for the next season. Never give up, that's what I say!







## TAKE YOUR PICK

You'll be needing a trusty vehicle throughout the tournament, so take your pick from the three beauties on offer. The novice car is a nice little mover, and even does an automatic spin if you reverse fast enough.

The medium car is about as good as you'll ever need, with good handling and a good top speed.

The Pro car is the hardest to handle, but you do get a lot of power for your money. Only for the experts, this one.

novice



medium



hard



ONE OF THE OPTIONS WITHIN THE DESTRUCTION DERBY 'RACING' IS CALLED TOTAL DESTRUCTION. THIS IS — AND I WANT TO MAKE THIS ABSOLUTELY CLEAR — BRILLIANT. BASICALLY, EVERY SINGLE ONE OF THE NINETEEN OTHER CARS IN THE ARENA HAS ONE OBJECTIVE: TO KILL YOU. THEY HAVE NO DESIRE TO HIT EACH OTHER, AND JUST TARGET YOU AT FULL SPEED. SEE HOW LONG YOU CAN LAST. MY RECORD WAS 57 SECONDS! LOOK AT THE STATE OF THAT DAMAGE METER!

## COMMENT

MATT

Being main reviewer on *Destruction Derby* and 2nd reviewer on *WipeOut*, this was always going to be a month of turmoil for me! I've sat switching between the two for weeks now, and have (finally) come to the conclusion that, while *Derby* has an instant pick-up-and-playability that *WipeOut* lacks, it must be said that *Derby* probably won't deliver such a lasting challenge. Then again, *WipeOut* offers slick satisfaction, but *Derby* has a beltingly good head-on element that results in sheer delight while playing. Few games are good enough to make you wince at each collision, but this has kept me and my friends entertained for weeks — and doesn't look like it'll stop for a good while. I started off preferring *Derby* to *WipeOut*, but brilliant though it is, there are clipping problems with the graphics, and a certain occasional clumsiness that, while not really affecting the game, does result in the odd 'driving straight through a solid car' occurrence. I'd hate to have to set a mark for both *WipeOut* and *Derby* as both have me absolutely hooked, but *Derby* easily has the edge as far as sheer enjoyment goes. The races are too wild to be taken dead seriously, and some might find being thrashed about a tad frustrating if they're trying to complete races as you would with *Ridge Racer*, but in honesty, that's not really the way to approach this game. I mean, who cares when watching the replays is so excellent! *Destruction Derby* in three words? FUN FUN FUN!





# RAYMAN

## GAME SPEC

GAME DIFFICULTY: EASY  
CONTINUES: FIVE  
SKILL LEVELS: 3

RELEASE OUT NOW

PRICE £34.99

BY UBI SOFT

PLAYERS 1-2

GRINNING INANELY,  
RAYMAN FACES THE  
GAME'S UNINSPIRED CRAB  
END-OF-LEVEL BOSS.

SOME CAGED ELECTOONS  
AWAIT THEIR FREEDOM.  
ALTERNATIVELY, LET THE  
BUGGERS ROT.

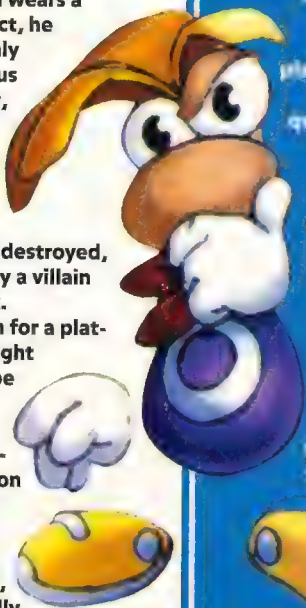


rying to explain  
humour to a  
Frenchman is  
about as point-  
less as a

Frenchman. He  
inevitably ends up painting his  
face white and doing one of  
those hilarious mime acts where  
he pretends to open doors and  
bump into windows, pulling  
ridiculous facial expressions as  
he goes.

However, this apparent lack of  
side-splitting talent hasn't pre-  
vented UBI Soft from going for  
the comic angle with their new  
platform hero, *Rayman*. Rayman  
is, dare I say it, a cutesy cartoon-  
style character who looks a bit  
like a muppet and wears a  
neckerchief. In fact, he  
looks French — only  
minus the luminous  
rucksack. Anyway,  
Rayman lives in a  
peaceful and  
fluffy world full  
of harmony and  
niceness which  
needless to say is destroyed,  
on this occasion by a villain  
known as Mr Dark.

Premise enough for a plat-  
form game you might  
think, and you'd be  
right. Time then  
to cue six worlds  
involving over sev-  
enty levels of action  
including bonus  
stages, plenty of  
enemy sprites,  
cuddly power-ups,  
and, well... basically  
the whole shooting match.



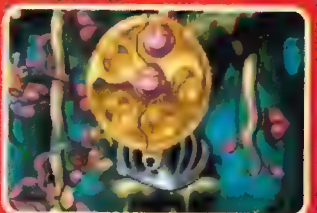
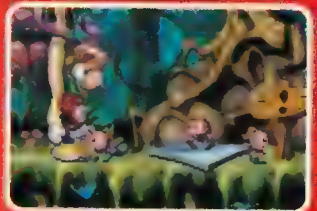
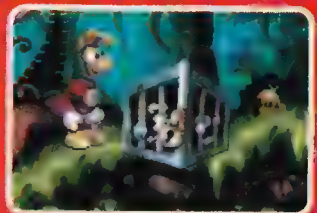
## COMMENT

MATT

It must be said  
that *Rayman*  
does look very  
pretty. Unfortunately, that's  
where my positive comments  
end. I can only say that I pity  
Rob, as being the main  
reviewer in this  
instance, he had to  
play the game a lot more  
than I did. *Rayman* is,  
quite simply, one of the  
single most annoying  
platform games I've  
ever played. I'm sure  
the producers will say  
that it's just a "diffi-  
cult game" and we're  
crap, but I can cate-  
gorically state that  
that's just shite.  
There's a big differ-  
ence between a chal-  
lenging puzzle/plat-  
form game and a fru-  
strating waste of time,  
and *Rayman* has-  
n't got a clue.  
Without a  
doubt, a  
right old  
piece of poo.

## MEDALLION MAN

Before Rayman can  
enter the sixth and  
final world, Candy  
Chateau, he must first  
free all of his chums,  
the Electroons, from  
their cages. There are  
six cages on each level  
and every time he lib-  
erates one, a space on  
the medallion is filled  
in. The essential trick  
is to get through as  
many levels as possible  
first, collecting pow-  
ers as you go, and then  
back-track to hunt  
down the  
missing  
cages.





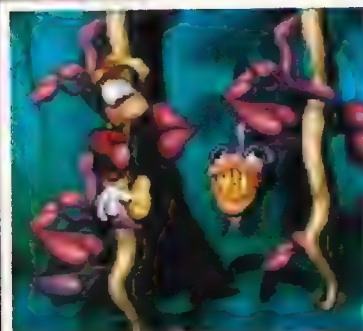
## COMMENT

**ROB**

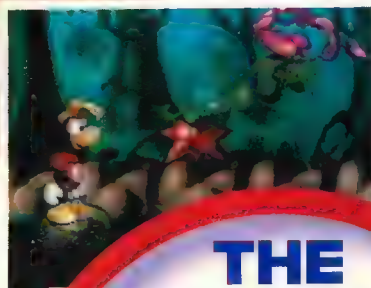
As the screen shots seem to suggest, *Rayman* looks more like a polished 16-Bit game rather than a PlayStation title. It plays like one too. *Rayman* is in fact very familiar territory, going by the book through the conventions of the platform genre. While this is a criticism of the game's lack of invention it doesn't have to mean that the game's a failure. But the game is a failure nevertheless, and the reason has nothing to do with the graphics, animation or presentation. It is the irritation factor that succeeds in making *Rayman* a sub-standard title. A minor error in judgment very often results in certain death, and because it happens so frequently you find yourself ploughing monotonously through the same action time after time. Is it simply tough then? Well, when you don't know what to expect it's often practically impossible, but when you do it's simply a matter of going through the motions. In conclusion, it is the absence of flexibility in the gameplay, forcing repetition upon repetition, that makes *Rayman* at best another platform game and at worst bloody annoying!



JE VOUDRAIS UNE  
DRUM, S'IL VOUS  
PLAIT. J'AIME LE  
MUSIC DE POP.



ONE OF THE GAME'S  
MANY LEAPING FISH  
SPRITES. SIGH.



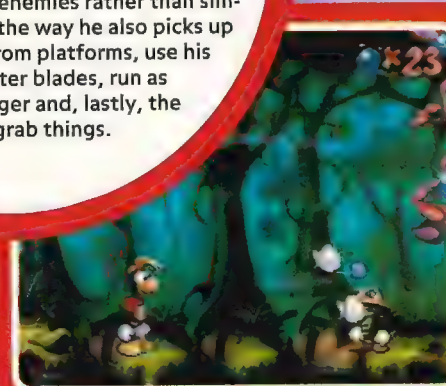
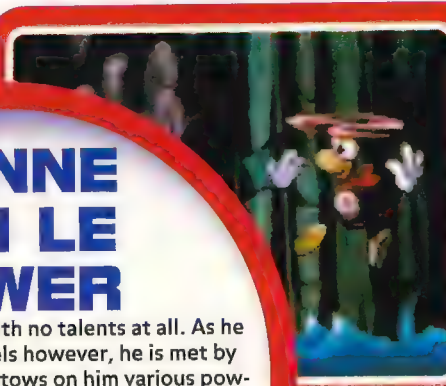
## THE MAGIC HAT

Hidden away on various levels is a magic hat. When Rayman discovers it, the magician lurking inside has the power to transport him to secret worlds where he can earn either Tings (think rings and you'll get the picture) or a bonus life in the limited time given. To enter the bonus stages however, a player must have 10 Tings to start with in order to pay the magician.



## DONNE MOI LE POWER

Rayman starts off life with no talents at all. As he moves through the levels however, he is met by Betilla the Fairy who bestows on him various powers. The first of these is his telescopic fist which enables him to destroy enemies rather than simply avoid them. Along the way he also picks up the ability to hang from platforms, use his hair like helicopter blades, run as opposed to swagger and, lastly, the ability to grab things.



MALLET GUN AVOIDED, RAYMAN  
REACHES THE END OF THE LEVEL.



RATING	81	72	65	55	51	56	OVERALL
GRAPHICS							
ANIMATION							
SOUND FX							
MUSIC							
LASTABILITY							
PLAYABILITY							
							59



# RAIDEN PROJECT

## GAME SPEC

GAME DIFFICULTY: AVE  
CONTINUES: INFINITE  
SKILL LEVELS: N/A

RELEASE OCTOBER  
PRICE £39.99  
BY OCEAN  
PLAYERS 1



As far as most people are concerned, shoot em' ups began with Space

Invaders. To all intents and purposes the formula was set. The player's ship sits at the bottom of the screen and the alien hordes gather above it. It wasn't long before this vertical set up started to scroll, giving the impression of movement. Then the graphics got more sophisticated, the screen became more animated, and before you knew it Raiden had arrived and was turning up in arcades across the globe. Of course you won't find it in the arcades now, but somewhere you'll find it, along with its more polished and frenetic sequel, is on the PlayStation. Going under the title of The Raiden Project (a name that makes it sound more like a venture into experimental ambient music) the PlayStation version is arcade-perfect, featuring all of the power-ups, all of the bosses and all of the chaotic blast em' up action that devotees will remember. So get your Farah slacks and Sergio rollneck out of the wardrobe, and let's go retro!

ONE OF THE MID-LEVEL BOSSES GLOWS UNDER THE HEAT OF THE BLUE POWER-UP LASER.

## COMMENT

ROB

It's a mark of how far console games have come when what would have involved two very heavy arcade machines in the not too distant past can now be preserved on a single disc and slotted into a machine no bigger than a lunch box! If I had to choose between Raiden and Raiden II I'd definitely go for the latter. It's more forgiving than its predecessor and much less frustrating. Let it be known though that both games are very tough, even on the easy settings. It's probably for this reason that plentiful credits have rather foolishly been included, necessitating some discipline to avoid ploughing through the game in relentless denial of the fact that you keep dying every two minutes. This is a shoot em' up of the old stamp which means that as far as graphics and animation go it's decidedly mediocre. But, if it's a nonsense blast bonanza you're after, and you accept that it should be played with one eye turned nostalgically to the past, you can't go far wrong with Raiden Project. Its simple but compelling gameplay gives it that state-of-the-art feel of the bygone classic, and what's more, you can enjoy it with a friend.



## FAMILY TRAITS

There isn't much between Raiden and its sequel, Raiden II. All of the power-ups are the same, and the gameplay is identical. What you can expect in the sequel are new enemies and new bosses. As you would also expect, the sequel is more aesthetically refined. The more difficult of the two, though, is probably the original; simply because it always takes you back to a preset starting point if you die rather than letting the action continue.





## THREE COLOURS

Sometimes a destroyed enemy will leave behind a coloured gem that periodically switches colour between red, blue and purple. These colours denote the kind of gun you can expect. Red is the standard twin blaster, blue the laser, and purple a very nifty homing beam. Try to collect more of the same colour when they turn up, because this increases the power of the gun. A fully powered up ship is practically unstoppable. Sort of.



### COMMENT

STEVE

No, this isn't exactly what we expect of a 32bit machine, but then again Raiden Project has more playability than most 'interactive movies' can offer full stop. Quite simply, Raiden Project is a game we could all have been playing six years ago, but its sheer addictive properties will also ensure that we'll still be playing this sort of thing in another six years' time. Simplicity is the key here, with Raiden gradually adjusting the player to the power-ups it offers and then challenging them to put them to maximum use when the screen rapidly fills with sprites galore. It's not without its faults: there's some horrendous slow-down in places, and the bosses are easily destroyed with the pink laser device, but even so this is a timeless game and, whilst by no means a classic, will be played on and off for years.



B stands for bomb — as if it wasn't painfully obvious. However, the colour of this little icon denotes the kind of bomb it is. A yellow 'B' is a spectacular spray bomb which scatters detonators all over the screen. This is most useful when you're being swamped by enemies on all sides.



This is 'the big one' as they say. Creating a huge atomic explosion, it should be used on those enemies that are much harder to kill. You should also try and keep at least a couple in reserve to take on the boss because it's then that you'll need them most.

## SEEK AND ENJOY!

Raiden is quite simply a matter of shooting anything that so much as twitches, and as such, all you'll really need to know is what the power-ups do. So here they are:



Not sure what the 'P' stands for, but more than likely it's simply 'POWER!' because this is the pick-up to have, giving you maximum fire power whatever gun you're using.



A cunning abbreviation for missiles, the 'M' pick-up arms you with this additional weapon, increasing your overall firepower.



These homing missiles enable you to fire wherever you like because they'll hunt down any enemy on the screen.

### RATING

54

42

55

30

66

75

### OVERALL

72

GRAPHICS

ANIMATION

SOUND FX

MUSIC

LASTABILITY



# X-COM

## ENEMY UNKNOWN

### GAME SPEC

GAME DIFFICULTY: CHALLENGE  
CONTINUES: NONE  
SKILL LEVELS: 5

RELEASE: OCTOBER

PRICE: AROUND £45

BY: MICROPROSE

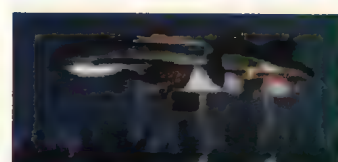
PLAYERS: 1



ny readers familiar with the PC or Amiga markets would

be forgiven for quizzing this game's title. The reason for any confusion is that, while the game was originally known as *UFO: Enemy Unknown*, thanks to its success, coupled with the further success of the sequel, *X-COM: Terror from the Deep* (not to mention plans for a third outing) MicroProse has decided to tag all the games with the X-COM prefix. Trivia I know, but I like to keep you informed. Anyway, no doubt not everybody will know what the hell I'm talking about, so let's go back to the beginning...

*UFO: Enemy Unknown* originally appeared last year, and by proving that strategy, resource management, and action genres can be mixed, produced one of their better selling games of the year. This was followed shortly after by *Terror from the Deep*, but of course that's no concern of ours... yet! In *Enemy Unknown*, you are placed as leader of a combined planetary force known as X-COM. And the reason for this global get-together? Little green men in flying saucers. Yes, they're here among us, and it's down to you to monitor their activities and act as best you can to protect the people of the world. Your activities will range from setting up research laboratories within your base and staffing military centres, to ordering each and every individual grenade.



### THE ROSWELL INCIDENT, AGAIN!

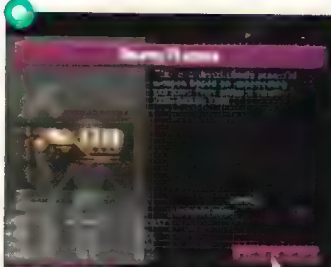


Once your team are down, at either a crash site or a terrorist spot (and, later, even at alien base locations), the game switches to a turn-based isometric strategy game, with each of your brave soldiers being allocated a number of time and movement units. How you play the game from here is completely up to you, but experience suggests that charging in with all guns blazing will result in heavy losses for your side.



A better strategy is to have a team made up of key personnel rather than just arming everyone to the teeth. Your movement allowance takes into consideration factors such as how heavy your equipment is, how tired each soldier is, and whether you're injured, so leave team members with surplus energy to recover between turns.

AS YOU PROGRESS THROUGH THE GAME, COMPILING MORE AND MORE INFORMATION, YOU CAN MAKE USE OF THE ON-LINE 'UFOPEDIA' WHICH OFFERS INFORMATION ON JUST ABOUT EVERYTHING FEATURED IN THE GAME. HERE'S A PLASMA WEAPON TO LUST AFTER.



It's also worth noting that soldiers stand the chance of being promoted if they survive multiple missions, so getting rookies through in one piece is essential. The control system also allows for 'opportunity fire' which basically means that, if you leave a soldier with enough movement points to take a shot before ending your turn, should an alien walk into your field of vision during its turn, your man will automatically fire.



## COMMENT

**MATT**

It's good to see that the software

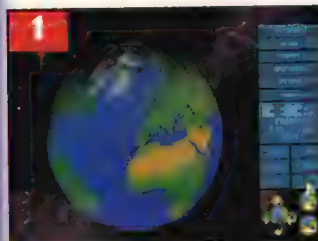
companies are doing their best to bring every genre of game to the PSX. While many companies busy themselves with endless beat 'em ups, shoot 'em ups, and 3D racing games, MicroProse have delivered an excellent strategy game without any fuss. I was already a major fan of this game from before, and playing it on the PlayStation with enhanced speed, sound FX, music and graphics has only deepened my love for it. Negative comments are only really directed at the game's average look (although with this type of game I think we can disregard that) and the occasional boring wait for the CD to access before isometric play begins. Other than that *X-COM* offers PSX owners the perfect opportunity to get used to the fact that the best games aren't necessarily the ones that immediately blow your socks off, and that quite often it's the pretty ones that are the worst. *X-COM* offers incredibly good value for money in as much as you'll be playing this for a long long time, and with so many different alien toys to research and play with, each time you start the game from scratch you'll find a new path to take. *X-COM* is a game I have no hesitation in recommending, although I can say that it's probably not one for the very young, impatient, or trigger-happy gamers out there.



Thankfully, the on-screen system allows you to toggle a setting to automatically stop your men with enough points to spare (and I seriously recommend you make use of it!)

## A DAY IN THE LIFE...

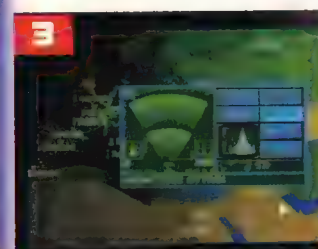
Just another day at X-COM. You've got your main base slap bang in the middle of Europe, and what with that new long-range radar you've just installed...



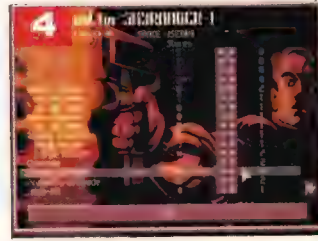
...you should be able to detect any craft crossing this side of the planet. Time to call up the interceptors me thinks.



Your ships are armed and ready for action, so just inform them what sort of attack you want, and then sit back.



Fortunately, not only did I manage to shoot the UFO down, but I did it over land so there'll be wreckage to explore. Now it's time to get the Skyraider craft ready...



...not to mention the individual soldiers on board. And, yes, I have got lots of big guns. I thank you.



And with that it's down to the crash site to kill or capture any remaining alien life forms, and to collect as many alien weapons and artifacts as possible.

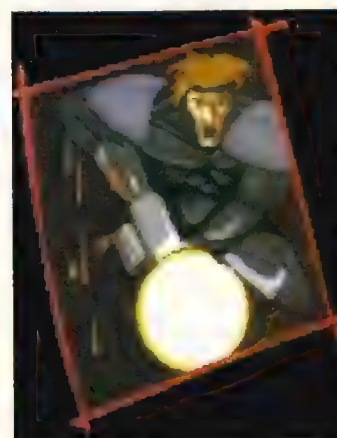


## COMMENT

**STEVE**

*X-COM* is a mixture of *Space: 1999*

and 'Accountancy For Beginners.' Having allocated your dosh into countless options which become useful as the alien menaces arrive, the next stage is to share items you bought out, and ensure they're put to good use. Granted this doesn't sound exciting but, with only a finite amount of objects/cash at your disposal, it makes for a game which is very rewarding. As progress is made and aliens are caught, extra cash can be made by copying their technology and it is when this point is reached that *X-COM* really opens up. The isometric strategy sections are more of the same yet even more engrossing, and this absorbing gameplay makes *X-COM* a welcome relief from all these beat 'em ups.



**WELCOME TO MY HAPPY HOME.**

YOU START THE GAME WITH ONE MAJOR BASE, AND THOUGH YOU CAN BUILD MORE, IT'S BEST TO MAKE SURE THAT YOU HAVE AT LEAST ONE WELL-EQUIPPED RETREAT FIRST. THE BUILDINGS DISPLAYING NUMBERS ARE CURRENTLY UNDER CONSTRUCTION, WITH THE NUMBERS SHOWING HOW MANY DAYS UNTIL COMPLETION.

INCIDENTALLY, IT WAS MEANT TO BE CALLED 'BROUGHTON ALPHA' BUT I RAN OUT OF LETTERS. DOH!



**RATING**

79

71

80

79

88

83

**OVERALL**

GRAPHICS

ANIMATION

SOUND FX

MUSIC

LASTABILITY

PLAYABILITY

**88**





# NBA JAM

## TOURNAMENT EDITION

### TURBO TRAINERS

Making use of the turbo is essential if you want to pull off the flash dunks. When a player uses turbo their trainers glow a luminous colour. Their skill, speed and agility is then at an optimum and going in to dunk produces spectacular results. Also, if a player pulls off three slam dunks in a row they set the ball and the net quite literally on fire!



### MY MAN

Each player is rated on their speed, 3 point ability, dunking, passing, power, stealing talents, blocking and clutching (essentially how good they are at handling themselves under pressure). It is best to pick a team that mixes talents well. Both players should of course be good at passing, but having a dunk master and three-point specialist gives you more options on court than two avid dunkers.

#### GAME SPEC

GAME DIFFICULTY: EASY  
CONTINUES: PASSWORD  
SKILL LEVELS: 3

RELEASE: OUT NOW  
PRICE: £39.99  
BY: ACCLAIM  
PLAYERS: 1-2



et ten sweaty men in a court and you might think they're all up on charges of murder. Alternatively you might think of basketball, the game for the fit, the fast and the exceedingly tall. Now Acclaim have brought their renowned title, NBA Jam, to the PlayStation for some two-on-two full-court action. Rather than two halves, a game of basketball involves four quarters and although it is normally five a side, NBA Jam is two-on-two to enable players to concentrate on dribbling and more of the flash stuff like three-point-



ers and slam dunks. This version of NBA Jam isn't called the Tournament Edition for nothing. There is an Eastern and a Western conference, each with two divisions. The winner of the divisions take on each other to decide the champion of the conference, and the winners of each conference face each other in the ultimate battle to decide the best basketball double act in the whole of the NBA... Kids, it's time to jam!

**THE TURBO BAR** AT THE TOP OF THE SCREEN ENHANCES THE PLAYER'S PERFORMANCE (LIKE STEROIDS), BUT LASTS BUT A SHORT TIME.





## COMMENT

STEVE

Now here's a funny thing. I never saw the appeal of NBA Jam on other formats. Yep, I could appreciate it's attempt to breath new life into what I considered a dull sport, but aside from the handful of fancy moves, I came away relatively non-plussed. Yet along comes Acclaim's Sony version and I keep finding myself taking all comers on the court. Somehow, the moves have become more accessible than before, and more skill involved in blocking and passing — things I never felt I had real control of in the 16bit game. Best played as a two-player game, NBA Jam is a classic game to dig out after a night at the pub or out with your mates. It brings out the competitive streak in even the most timid people, and the people wanting a go in the office is a testament to its success.

## MORE THAN SWEAT

Sweat isn't the only thing you'll see gleaming on the court. There are also a number of pick-ups to improve, albeit temporarily, players abilities. Tread over icons to increase three-point capability, speed, pushing power and monster dunk talents. There's even a bomb icon which flattens every other player except yourself, leaving you free to waltz up the court and put in a leisurely dunk.



## COMMENT

ROB

I was a big fan of NBA Jam on the Super NES, more for the aesthetic pleasure of dunking than anything else. It's good to see that Acclaim haven't tried to complicate things, retaining in this PlayStation version all of the flavour and razzamataz from the 16bit versions. There have been improvements as well, especially in the sound which features all those gym squeak sound effects and some manic — "He's on fire!" — commentary. What baffled me a bit though is why the players heads look so enormous, bigger than the basketball in fact. Still, this isn't something that affects the gameplay and it is the smooth flow of the game making it easy to get into but much tougher to master that remains the most attractive quality. If you really want to get the most out of NBA Jam though it must be played in two-player so you can gloat in the face of your opponent when you smash the ball through the net. Great fun.

## 63 FINAL GAME STATS 77

 <b>THUNDER</b> FTS: 22/25 88% DPTS: 10/15 67% REB: 10 AST: 5 STL: 2 BLK: 1 P: 1000	 <b>WARRIOR</b> FTS: 15/20 75% DPTS: 8/12 67% REB: 8 AST: 3 STL: 1 BLK: 2 P: 800
 <b>THUNDER</b> FTS: 18/22 82% DPTS: 12/18 67% REB: 12 AST: 4 STL: 3 BLK: 1 P: 1100	 <b>WARRIOR</b> FTS: 12/18 67% DPTS: 6/10 60% REB: 6 AST: 2 STL: 1 BLK: 1 P: 700

## COOL SPOT

"What is a hot spot not?" — "A good spot!!" That may well have been the case in Barrymore's Strike It Lucky, but in NBA Jam it's exactly what you want. If you get on a hot spot and go for a shot or a jam you'll score bonus points.



PRECISION-TIMING IS NEEDED TO BLOCK HIGH DUNKS.

## RATING

81

76

80

61

82

88

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# IMPORT ROUND-UP

## RIDGE RACER



**JUST LIKE BEING IN AN ARCADE, ONLY NOT SO EXPENSIVE. RIDE RACER EXPLAINED IN ONE SENTENCE!**



**BY: Namco**

*Ridge Racer* is one of those journalist-friendly games that needs very little explanation. It is, quite simply, a racing game. There, I've said it. The main selling point of *Ridge Racer* is the fact that it's a near-perfect arcade conversion and, as such, bloody good. You can choose to view the proceedings from one of two possible positions; the front of the car – very low and very exciting, or from above and slightly behind the car – not quite so adrenalin churning, but offering a slightly better view of the approaching track and enemy cars. And, er... that's it!

There are a number of cars to choose from, each offering a slightly different set of attributes, so select a car with a top speed by all means, but don't expect it to handle as well as the slower model. Other than that, it's really just a matter of selecting a course and waiting for the green lights. The course progression is actually quite interesting in as much as there's only one track on offer, but with new sections opening up as you increase the difficulty. This is quite a mind-scambler, as you get just used to the layout, only to have some new alleyway opened up, or a familiar stretch closed with barriers. Clever stuff.

The speed of the game engine is impressive, and the roadside features and opposing cars whistle past at a frightening pace – especially when watching from the low camera view. As mentioned before, all of the arcade extras have been converted over to the Station, so you can expect to see the same detail here (e.g. the helicopter hovering overhead, the train crossing the bridge, etc.) And there you have it. I've no doubt that *Ridge Racer* will very quickly be bested because of its simplicity, but that's not to say it isn't an excellent game – 'cause it bloody is. [MB]

**THE YELLOW CAR OFFERS SUPERIOR ACCELERATION, BUT SPINS LIKE A NUTTER AT EVERY CORNER. STILL, A SEXY LOOKING BEAST NON?**





THE INTRO SEQUENCE IS REASON ENOUGH TO BUY TEKKEN, AND CERTAINLY KEEPS THE KIDS ENTERTAINED FOR A FEW HOURS. THE GAME, HOWEVER, IS INFINITELY MORE FUN.



**BY: Namco**

During my Amiga years I was known to regularly defect to the SNES for marathon sessions on *Street Fighter 2*. It comes as no surprise, then, that to me, *Tekken* is nothing short of witchcraft.

I was a big fan of *Virtua Fighter* when it appeared in the arcades, but even that pales insignificance when compared to *Tekken*. The first thing that hits you is just the look of the product. The backgrounds are gorgeous, the characters are remarkably realistic in motion, and the 'direction' of the camera is stunning. The control system is user-friendly enough that you can very quickly offer a fair challenge to the highly intelligent CPU players, and by the time you've learnt half the moves, you'll be rewarded with some of the most satisfying beat 'em up play ever. It's also a tribute to the excellent PlayStation joypad, with most moves being easy to execute.

*Tekken* challenges even the classic *Street Fighter 2* in the character stakes, with no real 'duff' fighters in the offing, and everyone having a very distinct fighting style. There's also a refreshing lack of supernatural moves, so you don't have to worry about your opponent suddenly morphing into a banana and tripping you up or throwing fireballs at you. The incredibly believable throws and aikido locks that the various characters produce are also a delight to behold.

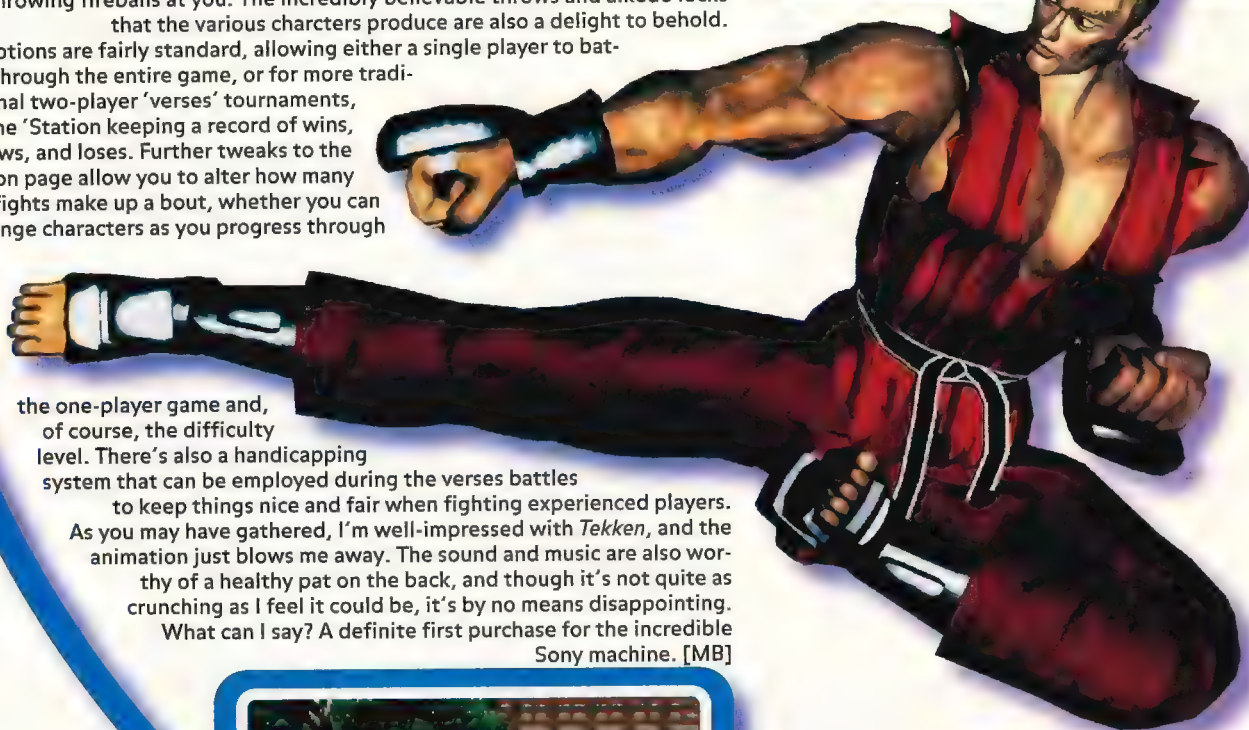
The options are fairly standard, allowing either a single player to battle through the entire game, or for more traditional two-player 'verses' tournaments, with the 'Station keeping a record of wins, draws, and loses. Further tweaks to the option page allow you to alter how many fights make up a bout, whether you can change characters as you progress through

the one-player game and, of course, the difficulty level. There's also a handicapping system that can be employed during the verses battles

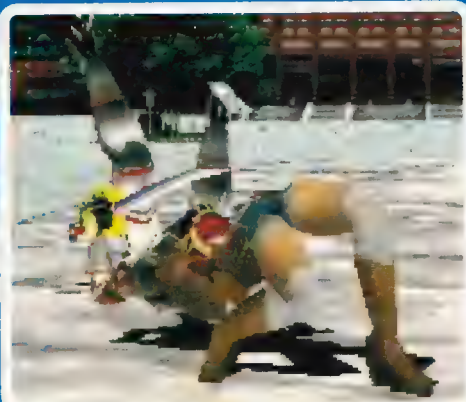
to keep things nice and fair when fighting experienced players. As you may have gathered, I'm well-impressed with *Tekken*, and the animation just blows me away. The sound and music are also worthy of a healthy pat on the back, and though it's not quite as crunching as I feel it could be, it's by no means disappointing.

What can I say? A definite first purchase for the incredible Sony machine. [MB]

# TEKKEN



The realism of the animation is a delight to behold, and makes the game stick out a mile from the likes of, say, *Toshinden*. Hmm, nice





# JUMPING FLASH

BY: SCI

I think it's fair to say that no matter how clever games become, we'll always use the same old genres to classify them. Of course, that's not necessarily a bad thing, because as the technology advances, so do the mechanics of the games produced. Take *Jumping Flash*, for instance. Yes, it's a platform game — complete with you jumping from level to level, collecting specific target objects and shooting the bad guys encountered along the way — but it's the presentation that needs to be addressed here. See, the thing is, it's all in gloriously fast 3D, and you're in control.

It's a bit of a weird one this, with you being a mechanical rabbit out to collect a number of hidden jetpods, which, strangely enough, are carrots (pass the Paracetamol, nurse). You view the world through the rabbit's eyes, and can look up and down, as well as jump; selecting from three levels of strength for better height. As well as immediately grabbing your attention simply because it's a novel approach, *Jumping Flash* also benefits from the fact that it's an excellent game. The bad guys add to the weirdness of it all by being fairly surreal, and you can expect to be harassed by gangs of spitting red sunflowers and pink giraffes alike.

You have standard guns at your disposal, but can also collect a number of special weapons such as bombs and laser beams. All of these have superb visual effects on the landscapes which, incidentally, are equally beautiful and strange.

As you progress through the themed levels and worlds, the creatures become more aggressive, while the layouts become more extreme, complete with moving platforms and rollercoaster-like conveyor belts that whiz you along at an exciting pace.

*Jumping Flash* is an excellent game — both in substance and presentation — and a worthy addition to your game collection. Damn good stuff. [MB]



HE MAY NOT LOOK LIKE MUCH, BUT OUR ROBOTIC BUNNY HAS IT WHERE IT COUNTS. HE'S ALSO INCREDIBLY GOOD COMPANY OF AN EVENING.



LATER LEVELS TAKE GREAT DELIGHT IN PLACING YOU SEVERAL THOUSAND MILES IN THE AIR — AND THERE'S ONLY ONE WAY TO GO FROM HERE...



OVERALL  
89

DON'T BE FOOLED BY THE NICE SCENERY, THESE EARLY LEVELS ARE NASTY!





## CYBER SLED



**BEFORE YOU DO ANYTHING SELECT THE CRAFT AND DRIVER FOR YOUR CAMPAIGN. DO YOU WANT A FAST CRAFT, OR A TOUGH CRAFT?**

**BY: Namco**

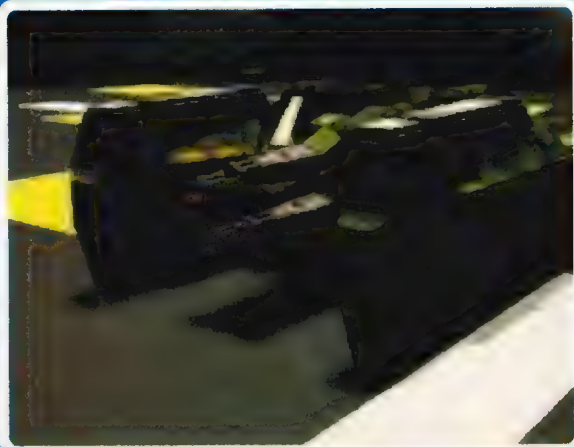
The idea behind *Cyber Sled* is a very familiar and very simple one. Players choose from one of six vehicles — each one differing in speed, shields and weaponry — and then attempt to hunt down and destroy the opponent in one of the specially built combat arenas. There are pick-ups available along the way which either provide the player with more ammunition or replenish damaged shields, but going after them can often be a risky operation, leaving the opposing combatant free to take pot-shots. Players should also look out for pick-ups that provide temporary invincibility, and even pick-ups that jam the opponent's radar, as this makes them susceptible to sneak attacks. Visually *Cyber Sled* is disappointing. While the intro sequence gives you the impression you're in for a treat, the actual in-game graphics and animation are not the standard you'd expect for a machine that has produced the likes of *Ridge Racer* and *Tekken*. Likewise the control method is a bit sticky and awkward, making the proceedings, especially early on, quite frustrating. As a player defeats more opponents, the courses and the opposition get more cunning, but losing a single battle takes you right back to the start, which tends to increase the sense of banality. Where *Cyber Sled* does succeed in redeeming itself a tad is in two-player mode. This uses a split screen and provides a good opportunity for some antagonistic badgering between mates. Ultimately though it just isn't enough to excuse the bland graphics and limited playability of the title. [RB]



**SPLIT SCREEN ACTION IS THE ORDER OF THE DAY, NOT TO MENTION THE ONLY REASON TO PLAY THE GAME.**



**A QUICK GLANCE IN THE TOP LEFT SHOWS THAT, WHILE MY OPPONENT'S SHIELDS ARE LOOKING ALL TOO HEALTHY, I'M BUSY TAKING A RIGHT OLD PASTING.**





# GUNNER'S HEAVEN

IF THERE'S ONE THING GUNNERS HEAVEN ISN'T MISSING, IT'S ENORMOUS EXPLOSIONS.

HUGE GUARDIANS ARE ALWAYS A POPULAR INCLUSION IN GAMES SUCH AS THIS, AND JIGGER ME IF THAT HUGE RED KILLER BLOKE ISN'T ABOUT TO NOBBLE ME.



BY: SCI

It's interesting to see that, while the PlayStation is a machine destined for 3D games a-plenty, there's still room for a decent platform/shoot 'em up to snuggle in.

While *Gunner's Heaven* is by no means a game to be praised for its clever polygon manipulation or realistic characters, it is a colourful and entertaining romp that wouldn't look out of place on one of the older consoles.

As is always the way in these game, you are a lone soldier up against all manner of animal, vegetable, and mineral – with a couple of hundred automated guns thrown in for good measure. You have a number of weapons at your disposal, ranging from simple lasers to bubble guns and *Turrican*-esque lightening beams, all of which can be charged up through various stages of strength by collecting power pods left by defeated baddies. Extra help can be taken from a limited number of smart bombs, power boosts (which take your current weapon to its highest level for a short period of time), and a rather nifty grappling hook that latches on to the nearest piece of scenery and snatches you out of harm's way, a la *Bionic Commandos*.

Another feature we've come to know, love, and expect from this genre, is the seemingly endless supply of big bosses and 'end of level guardians'. Surprise surprise, *Gunner's Heaven* is no exception. Enormous mechanical monstrosities are never far away, and unless you have a decent, well-powered-up weapon, you can expect a damn good hiding every few minutes.

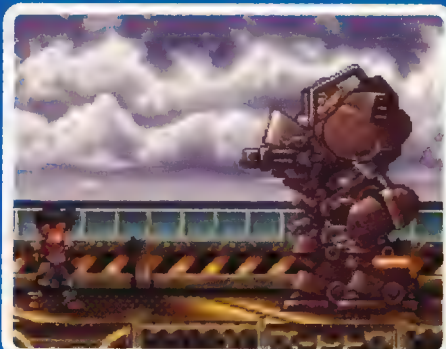
There are two possible characters to play as, and though they boast different weapons, their differences are mostly cosmetic, leading to a nice selection of graphical niceties and visual effects. *Gunner's Heaven* isn't

about to blow your Playstation apart, but is a fun enough offering and extremely colourful, with some imaginative enemies to boot. [MB]



OVERALL  
80

SMART BOMBS ARE ALWAYS WELCOME AS FAR AS I'M CONCERNED. THEY ALSO LOOK GREAT.





# MOTOR TOON GP

BY: SONY

When you sit down to review a game — especially one that you

quite instantly don't like — you always try to step back and appreciate the product for what it is. Even if you don't enjoy, say, flight sims, you have to try and report to the reader what elements of the game they're likely to enjoy. Unfortunately, *Motor Toon GP* leaves me floundering as far as finding a reason for its existence.

It's a pretty little thing, with jelly-like cartoon cars trundling around a nicely drawn set of scenes, but that's about as complimentary as it gets. Even using the view (of which there are a selection) from low within the car, there's no adrenaline rush to speak of, and if anything, once you've overtaken the small amount of cars racing against you, you'll be lucky to see anyone again before the finishing line. The handling isn't exactly satisfying, and if you hit a wall with enough force, you spin to the point where only a clumsy U-turn will face you in the right direction again.

There are no *MarioKart*-like power-ups to speak of, and the only real on-track novelty that occurs during the race is a marker that either leaves you as you are, or takes your cartoon character out of the car for a brief jog up the track. It's all fairly entertaining, but I'm just left wondering who will want to play the game. It's too straight to enter the *MarioKarts* arena, yet too simple to compete with the likes of *Ridge Racer*. A bit of an anomaly this, and definitely one to try before you buy. [MB]

OVERALL  
51



SEXY GRAPHICS MAKE NOT A SEXY GAME. AND IN MOTOR TOON'S CASE, NEVER WAS A MORE TRUE-ER-RER WORD SAID.

# ULTIMATE PARODIUS

BY: KONAMI

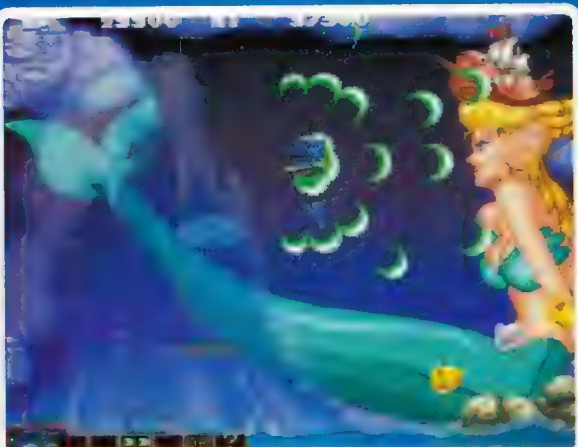
Upon loading *Parodius*, I had the horrible feeling that someone had snuck in during my lunch break and replaced the innards of our 'Station with those of an old SNES. Of course, this was not the case, and I was later to discover that I was simply playing a "classic game". I know this, because all the old crusties in the office got excited when I mentioned it was coming in, only to then wander away once it had loaded up, mumbling "well, it used to be good anyway."

So what are you getting for your money? Well, as far as I'm concerned, not much. We're travelling through the land of horizontal shoot 'em ups, selecting from a number of 'craft' which vary between small ships, rabbits with boxing gloves, fat budgies, and, well... you get the message. It's all a bit weird.

The main problem with *Parodius* is that the graphics are overwhelming. Every colour of the rainbow (and a few unclassified ones) flash before you, leaving you wondering what's background, what's foreground, what's good for you, what's bad for you, and even whether you've accidentally tuned the TV to the kids cartoon channel.

There are tons of items to collect along the way, along with billions of baddies pouring towards you, and the traditional big guardian every now and then. This really is the weakest game I've sampled on the PlayStation so far, and one to avoid. [MB]

OVERALL  
26





# TIPS

## TEKKEN

### Six Of The Best: Part 1

**Tekken.** So many characters, so many moves, so little space! So, I thought, there's only one way around this little dilemma; just give you six of the best characters, along with six of their best moves each. See? Simple when you think about it!



### King

A strange-looking fellow no doubt, but a good all-round fighter with some interesting special moves.

#### King's 'throw' moves are:

▲ and ● together for a backwards body slam.  
■ and X together for knee smash.

#### SIX OF THE BEST

**Frankenstein**  
Down/right X and ● together.  
**Flying Cross Chop**  
Right, right ■ and ▲ together.  
**Jagger Driver**  
Down, Down/right, Right, ■  
**Drop Kick**  
Right, Right, X and ● together  
**Ali Kick**  
Down, Down/right (allow to crouch approach), ● three times  
**Tombstone Upper**  
Down/left, Right ■ and ▲ together.

### Frankenstein



### KAZUYA MISHIMA



Though Kazuya will be appearing as the main boss in *Tekken 2*, he's actually fairly limited here. The only saving grace is his incredible Thunder God Upper.

#### Kazuya 'throw' moves are:

▲ and ● together for a hip throw.  
■ and X together for a double head kick.

#### SIX OF THE BEST

**Super Pachiki**  
Right, right, ■ and ▲ together  
**Thunder God Fist**  
Right, down, down/right, ■ (use ▲ instead for Wind God)  
**Heel Drop**  
Right, ●  
**Pulverising Kick**  
Right, up/right, ●, X  
**Flashing Violet**  
■, ■, ▲  
**Sky Killing Legs**  
Right, right, right, X

### Thunder God Fist







## NINA WILLIAMS

Nina can be devastating in battle due to her rapid combos, not to mention that impressive Double Palm Smash.

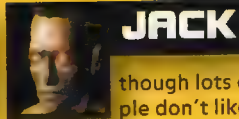
### Nina's 'throw' moves are:

▲ and ● together for an overhead throw.  
■ and X together for a long distance throw.  
Right, ■ and X together for overarm throw.

### SIX OF THE BEST

**Double Palm Smash**  
Right, right, ■ and ● together.  
**Flash Combo**  
Down/right and X together, ■, ▲  
**Rapid Kick Combo**  
Down/right and X together, X, X, ● (also try with ■ instead of ●)  
**Triple Smash**  
■, ▲, ●  
**Kneel Kick**  
Right, Right, ●  
**Knockdown Kick**  
Up and X together (good when up close)

### Double Palm Smash



## JACK

though lots of people don't like the cumbersome Jack, he's a personal favourite of mine simply because of his sheer power and excellent range of special moves.

### Jack's 'throw' moves are:

▲ and ● together to lift and smash opponent  
■ and X together to body splash opponent

### SIX OF THE BEST

**Pile Driver**  
Down/left, right and ■ together, ▲, ■  
**Back Breaker**  
Down, down/left, left, ▲  
**Knee Mauler**  
■ and ▲ together four times (after being knocked down, or from sitting by down X and ● together)  
**Machine Gun**  
Down/left, ■, ■, ■, ▲, ▲  
**Power Scissors**  
Right, right ■ and ▲ together (can also be done from running)  
**Megaton Punch**  
Left, down/left, down, down/right, ▲

### Lift & Smash



## MARSHALL LAW

An incredibly quick fighter, Law can be a right git to fight against, but an excellent character to master. Once you clip an opponent with one of your rapid combos, you can guarantee them going down.

### Law's 'throw' moves are:

▲ and ● together, to hold and power-punch opponent's face.  
■ and X together, to run up opponent's body.

### SIX OF THE BEST

**Somersault kick:**  
Down, then up (or up/left or up/right) with ● (hold for height).  
**Dragon Knees:**  
When up close, press right, right, X and ● together.  
**Step-in middle kick:**  
Down/right and X (try down and X for low version).  
**Spinning kick combo:**  
●, X, ●.  
**Dragon Slash:**  
Right, right, right, X.  
**Rapid high kicks:**  
●, ●, ●

### Power-punch



## PAUL PHOENIX

An excellent all-round fighter, with some fast combinations and some very powerful special hits.

### Paul's 'throw' moves are:

▲ and ● together for a body throw.  
■ and X together for a shoulder throw (with Left for Comma Hit)

### SIX OF THE BEST

**Destructive Fists**  
Down, Down/right, right, ▲  
**Three Hit Combo**  
■, ▲, X  
**Dragon Treasure**  
Right, Right, X, ●, ●  
**Double High Kick**  
Right, right, X, ●  
**Kick/Power-elbow combo**  
Down and ● together, ▲  
**Shoulder Blast**  
Right, right, ■ and ▲ together (done as a throw)

### Shoulder Blast





# JUMPING FLASH

*Jumping Flash* is, without a doubt, weird. Fortunately, it's also a bloody good game, where you take on the persona of a robotic rabbit submerged in a totally 3D world, full to brimming with all manner of nasty creature.





# WORLD 1



## Stage 1

There's nothing particularly remarkable about this first level as it's more of a training run than anything else. Still, it's a good opportunity to stock up on special weapons, and you'll find a bonus icon to the left of your starting point



## Stage 2

This is an extremely uneventful level, and as such can be completed almost straight away. There are no particular areas of interest (apart from the strange frying pans) and if you get up onto the high platforms early, you can just hop down to the jetpods in a Professor Yaffle kind o' way.



### BONUS STAGES

It's worth shooting all of the balloons that appear in the bonus stages (shown by the counter in the bottom left) as you'll receive an extra life for your troubles. The easiest way to complete these levels is to make good use of the special weapons. A well placed acorn bomb can take out a good proportion of the remaining balloons, and chances are that you'll find a couple of replacement specials anyway. And, of course, it's good fun!



## Stage 3

### WORLD 1 GUARDIAN

Mr Dragon here is the guardian at the end of world one and, as such, pretty easy to beat. He gives you a few seconds of free time at the beginning, so get stuck in with your lasers and any specials you have with you. He'll jump up, look around a bit, then blow fire in your face. Just jump out of his way and repeat the process. More of a training guardian than a real challenge, this fella.





# WORLD 2



## Stage 1

A much more interesting stage this, with lots of height, and a fair few ledges teetering on the edge of a fatal drop. The exit is hidden behind the Stonehenge-like structure, and if you go towards the centre of the world from 'henge you'll come to a stone square. Jump onto the Easter Island head to your right and you'll see a bonus ring, with a jetpod beyond that on an isolated island. This is also the first level introducing the dreaded red sunflowers, complete with their frighteningly accurate shots. If you want to take one of these on face to face, be ready to do a single jump vertically when you see the brown missiles coming your way. You've also got the purple camel-things to deal with, but just jump on their backs to see 'em off.



## Stage 2

The underground level can be frustrating at times because, although you can see which direction the jetpods are in, you don't know which route to take to get them. When you first enter the level, turn right at the first junction, kill the flower, and then shoot the wall ahead of you dead central. Behind this you'll find some extra icons. This level also features some nasty bugs that, even once killed, should still be approached cautiously, as they leave behind wide-spreading bombs. The best thing to do here is angle your view down from a distance to kill the bugs and then wait until the bomb goes off while out of range. There are also laser-spitting spiders to be dealt with here, but by backing away from them when they fire at you (with you still shooting) you can come away with no damage. There are also plenty of special weapons on offer here, so don't be afraid to use them. Don't forget, if you pick up a new weapon you lose whatever is in your third pocket anyway, so use 'em up. When you come to the conveyor belt section, just watch which way the belts are travelling and you should find your way through with no real trouble. However, if you do get stuck, there are some Freeze icons that allow you to pass across the belts in any direction.



Spiders  
EVERYWHERE!  
TIME FOR BOILING  
WATER MATHS.



## Stage 3

### WORLD 2 GUARDIAN

This nasty scorpion-type is a frightening git, and delights in chasing you around in the confined space. A real claustrophobe's nightmare this; you run away, turn around, and he's there, breathing right down your neck. As always, try to get off as many specials to start with as possible, all the while pelting him with your own lasers. The pinners can hit you from a fair distance, so stay right away until he comes charging towards you. You can then jump onto his head (again keeping your angle looking down and firing) but expect to take some damage. Once you've hit him enough, he'll turn into a more crab-like creature and run after you constantly. Keep jumping on his head, and try to lure him towards the pillars at the side of the room. He seems to have trouble navigating around these, and you should be able to take him out with jumps and shots without taking any more damage.



I REALLY DON'T LIKE THIS GUARDIAN. HE'S TOO FAST, TOO HARD, AND TOO DAMN SCARY!



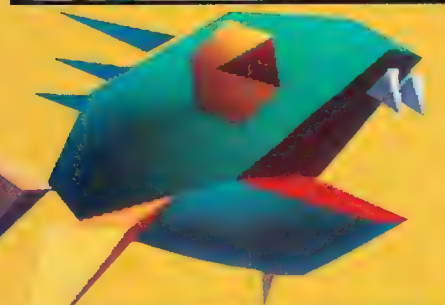
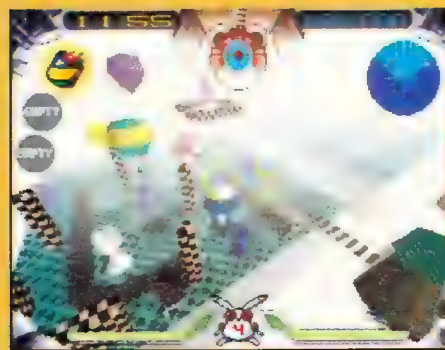
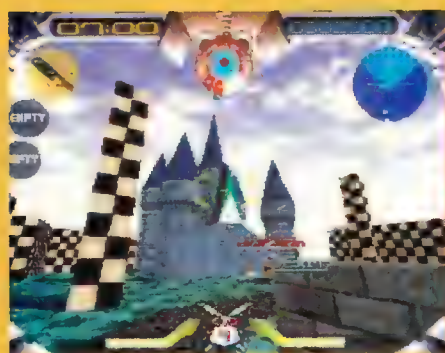


# WORLD 3



## Stage 1

A right old tricky one this, with some extremely high platforms, and some extremely hidden jetpods! There's a bonus ring near to your starting point, so go forward to the first small island on the left and then use the fans as stepping stones — just make sure you time your 'steps' well or else you'll fall to your death. You'll also need to look for distant isolated platforms to find all the jetpods on this level.



## Stage 2

Surprisingly easy considering the world, stage 2 is a nice level to just muck about on. The jetpods are all pretty easy to get to, but feel free to have a go on the skytracks 'cause they're great! There's one jetpod that can prove tricky to get, and that's the one that goes round and round the track circuit. The best thing to do is get yourself onto the track and then do lots of tiny jumps. This way, the items on the track gradually catch up with you, including a jolly handy time bonus. The exit can also be a bit of a git to get to, but make use of the viewing option and plan your route out before you start hopping around blindly.



THE PERMUTATION HERE IS TO MUCK ABOUT ON THE VARIOUS RIDES, BUT TIME'S A-TICKIN'.



COWS! SCREEN-FULL GIRAFFES AT TWELVE O'CLOCK SKIPPER. LET 'EM HAVE IT BUNNY!



## Stage 3

### WORLD 3 GUARDIAN

Definitely one of the weirder of the guardians, these spinning teacups (I kid you not) give birth to a variety of nasty items. You need to keep turning and watching to see which teacup is going to 'attack' first, then get as many shots in as possible. Unfortunately, this isn't as easy as it sounds thanks to the likes of huge fists that thump the floor and send you flying into the air. You've also got spike-shooting arms to contend with, along with clown faces that shoot power rings at you. The trick to completing this stage on one attempt lies in some good view manipulation. Because you have to get in so many hits in such a short period of time, make sure that you stick with one target and use the R1 button to keep it in your sights — even when you're being thrown about. The spikes can easily be avoided by keeping your distance, while the power rings can be jumped over to avoid. One technique is to take out an enemy, run in and collect the special weapon it leaves behind, and then run back to the centre to take out the next cup with your new weapon... and so on.



YOU ONLY GET A FEW SECONDS TO HIT THESE GUARDIANS, SO OPEN WIDE AND SAY "ARRGGG!"

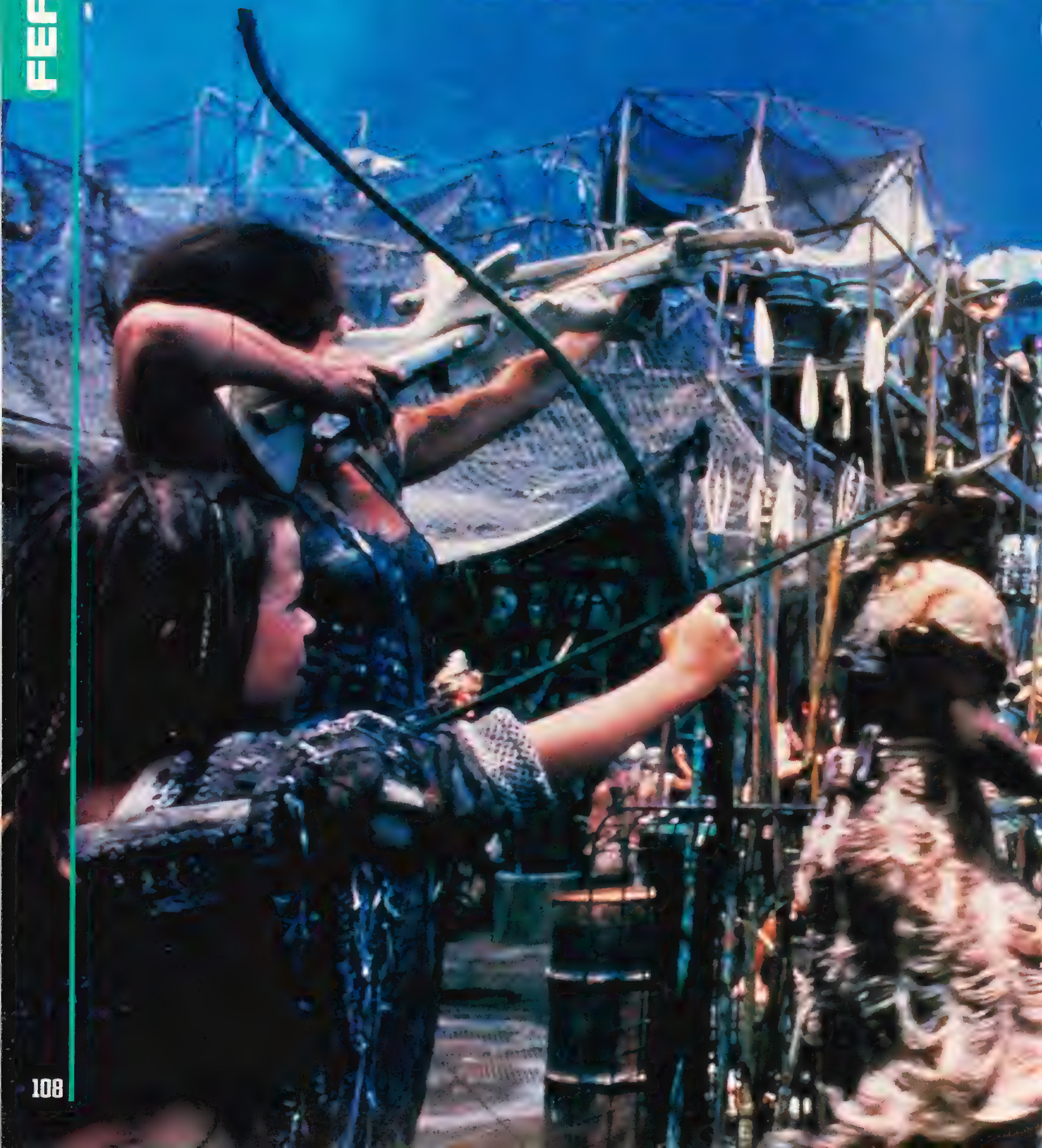






COMPANY	INTERPLAY
RELEASE	TEA
PRICE	TEA
PLAYERS	1
GENRE	ARCADE / ACTION

# WATER





# WORLD

## HELL ON WATER...

It's Mad Max all over again, but in the water. With its floating sets, a star and a director with a history of personal and professional hostility and an out-of-control budget – Waterworld was a disaster waiting to happen.

After five years of preparation, by the time it went before the cameras, the movie was already \$5m over budget. The star was Kevin Costner, whose most recent flicks had, frankly, sunk at the box office; went through a very messy (and costly) public divorce; co-produced the movie and ended up "locking director Kevin Reynolds" out of the editing suites (allegedly). His and Reynolds' antipathy goes back to a similar situation on Robin Hood where, again, Reynolds lost out at the editing stage.

Then there were the sets, floating in the sea just off Hawaii, giving cast and crew members severe sea-sickness. These sets were decorated with toxic paint and, after the whole lot sunk before filming ended, attracted the unwanted attention of high-profile ecological groups. It seemed for a while that the only people actually happy with the movie were the Hawaiians, who were grateful for the boost it gave their economy.

The other actors were something of a handful as well. Dennis Hopper swam aboard late after a host of other famous Hollywood bad guys recognised a dead duck when they saw one; the stunt-doubles for Costner and co-star Jeanne Tripplehorn got the bends and various underwater experts quit because of the lack of safety procedures; half the set collapsed taking young actress Tina Majorino into the sea (who couldn't swim) and her brave rescuer was injured; Tripplehorn refused to do a sex scene and says any claims that her character is raped are exaggerated. "She is just a little roughed up," she offers. The press have a field day as these antics become newsworthy. Waterworld, now swelling to nearly three times its initial \$65m budget, is bound to be a bad movie, they claim.

Everybody hates everybody on and off-set, they announced. The script is being rewritten as it's being shot and no one has any overall control, they decide. "Leave Waterworld alone," begs co-writer David Twohy in print. "Criticise it when it's released, if you must." Red rag to a bull where the Hollywood paparazzi are concerned. After it's all over (bar the recriminations, lawsuits and indignant interviews by the Kevins), the preview screenings take place. It's not popular. Re-edits, restructuring and much gnashing of teeth later, it finally opens as a "summer action blockbuster" with a running time of over two hours. However, that opening is part of an already overcrowded season of "summer action blockbusters" such as Batman Forever, Judge Dredd and Die Hard III. And now it needs more than \$200m to break even. "Glug glug glug" as the iceberg said to the Titanic ...

**W**aterworld has become more of a name than an event. Everybody seems able to talk about the film without having even seen it, and considering they say there's no such thing as bad publicity, it certainly looks as though Interplay won't have any problems as far as product recognition goes. Waterworld, the game, follows the film's plot to a point, taking the player through some eleven levels, with the player donning Kevin Costner's cod piece and playing the part of The Mariner. Armed with a mean looking Trimaran (like a catamaran,

only not) it's down to you to complete a number of 'missions' that gel together to form the entire game. Sometimes your primary goal will be to destroy a specific target, making use of the craft's weapons, whereas at other times you'll be required to rescue friends, kill bosses, and even collect objects necessary for later levels.

The overall aim is to protect the Atolls, which are enormous floating cities (yeah, like you didn't already know that!) but don't be surprised if the rather intelligent CPU opponents gang up and do their best to make your life hell.

As the game progresses, the player is rewarded with cut scenes and some beautifully rendered art, while the action moves from piloting the Trimaran, to running around trying not to trip over your flippers. Probably.

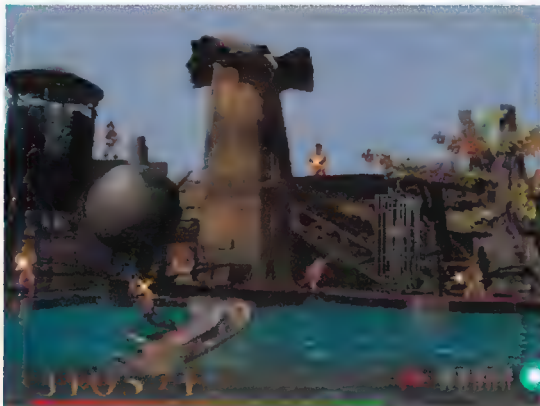






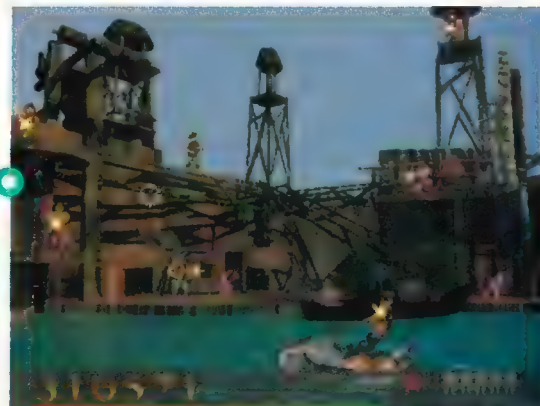
## NO PROBLEM ATOLL!

A dreadful heading I know, but there you go. Anyway... being the professionals that they are, Interplay approached the designing of the Waterworld game armed with handfulls of technical drawings hot off the film's set. Here you can see the end result, as sketch become its render, which in turn becomes an in-game sprite. And bugger me if there aren't tons of little fellas asking to be shot an' all!



THIS PICTURE SHOWS THE RENDERED IMAGES USED AS A BACKDROP, WITH SPRITES OVERLAID.

THE COSTNER SPRITE PATROLS ON HIS JETBIKE, WHILE A CURSOR SYSTEM IS USED TO PICK OFF THE ENEMY SPRITES.



## RENDER ME WHEN I'M GONE

Waterworld differs from many of the games we've seen in as much as that although pretty much every game has tons of rendered pictures galore, these screen shots shows how the attractive little fellas actually make it into the final game.



STAGE 1: A NICE PICTURE OF A PLANE ON A DECK...



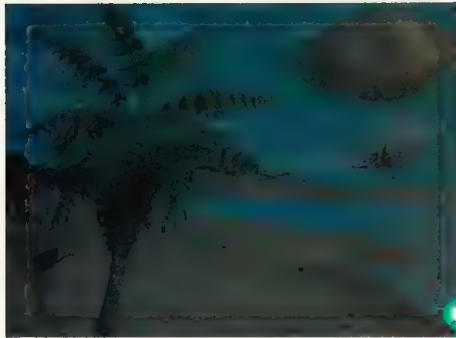
STAGE 2: LOTS OF NASTY MEN APPEAR. DAMN.



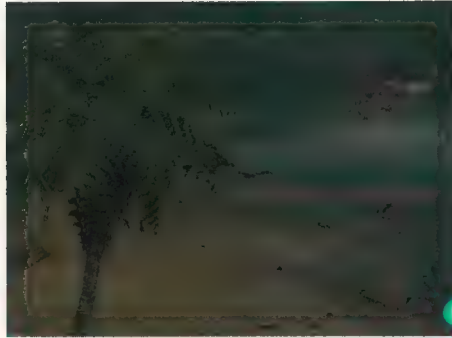


## SMOKER'S CORNER

The bad guys in *Waterworld* — or Smokers — to give them their correct name — are constantly looking for ways to attack the atoll. As you'd expect, rendered graphics once again come to the rescue, giving beautiful depictions of what's going on.



THE EXXON VALDEZ USED IN THE FILM'S ESCAPE SCENE.



AS THE PLANE WHICH CHASES THEM...

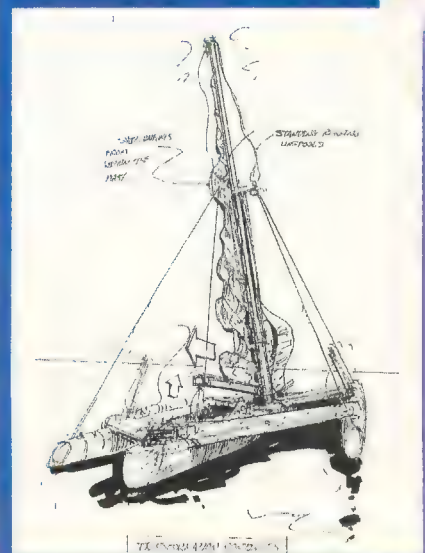
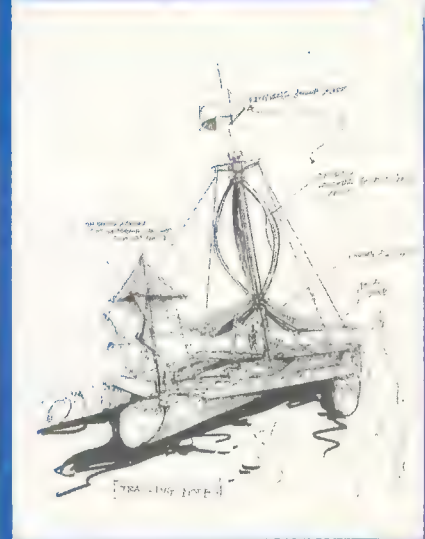
## ALL TANKED UP

I'd like everybody to hiss and boo at this point, because this is the bad guys' tanker, the Exxon Valdez — and a jolly nasty hideout it is. All sharp pointed girders and jagged metal, this is as ominous as a Star Destroyer, only a bit more damp.



## MESSING ABOUT IN BOATS

They're not mucking about with this game are they? Once again we see how men and machinery come together to ensure the final details make a perfect transition from the movie to the game. And now, for your individual pleasure, the Trimaran doing a strip tease...





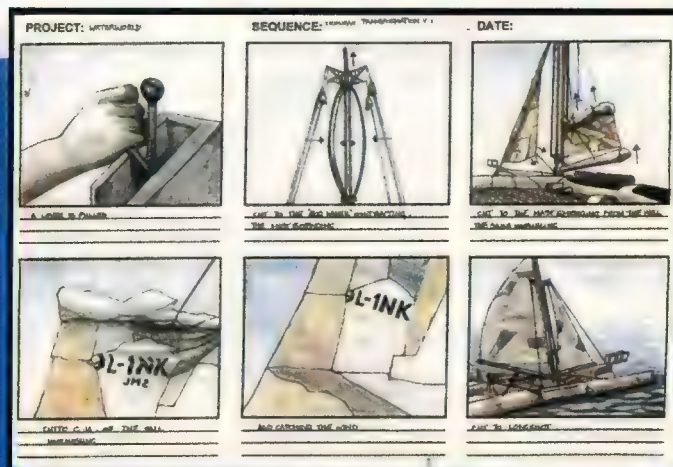
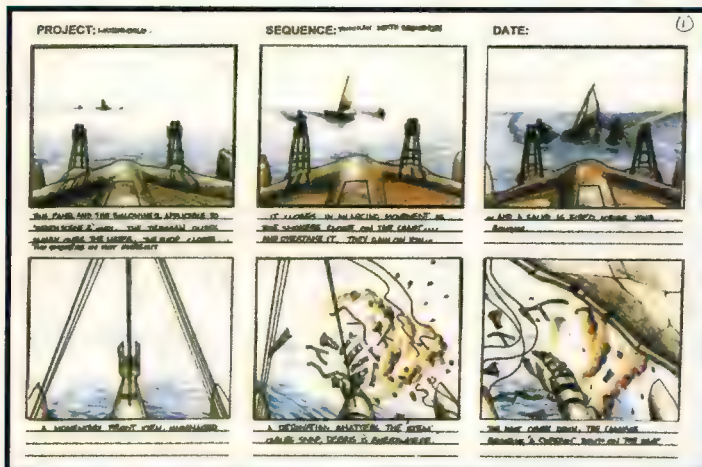
# WET WET WET

I've yet to see the Waterworld movie, but I think it's fair to say that once I do, I'll probably want one of these trimaran things. Considering the name, I'm sure it will come as no surprise to find that it has three fins to speed along on, not to mention guns, mines, and, er... lots of other great things. But you don't need me making crap up do you? Just enjoy the pictures (at least they don't lie).



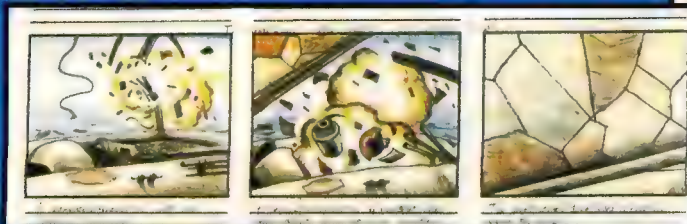
**CINEMATIC VIEWS** APLENTY, WITH INTERPLAY'S ARTISTS GOING INTO IMAGINATION OVERDRIVE.

**ONE OF THE MANY** MOVIE-LIKE SEQUENCE. HERE, THE MARINER HAS BOUGHT THE FARM.



## PICTURE THIS

In another display of professionalism, Interplay have storyboards for each and every sequence, whether it be the intro or a simple death sequence. And, of course, we'd like to show them to you — so here are but a few of the lovely drawings. You can't say we didn't take you behind the scenes now, can you?






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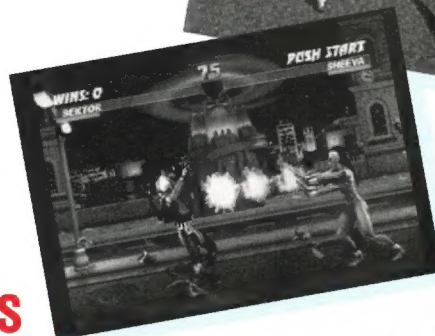
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